SCENARIO ASL/VV 1

CEUX DU BATAILLON FOCH

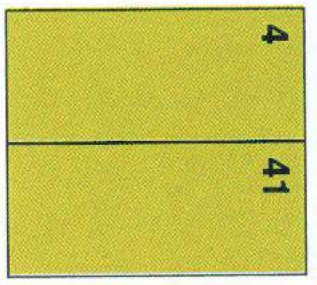
CONDITIONS DE VICTOIRE

Le joueur partisan gagne si, à la fin du scénario, il contrôle au moins 14 bâtiments en pierre sur la carte 41, entre les rangées M et BB.

PRIEKOPA, SLOVAQUIE, le 9 septembre 1944

Depuis le début de l'année 1944, la Slovaquie est en état quasi insurrectionnel. Les partisans, constitués en unités bien structurées, multiplient les coups de main. Parmi eux, un groupe de combattants français constitue le bataillon Foch. Il s'agit de plus de 200 prisonniers évadés de camps en Hongrie et qui, sous l'impulsion du capitaine de Lannurien et de quelques autres officiers énergiques, se sont rassemblés au sein des partisans slovaques — où l'on trouve également un très grand nombre d'ex-prisonniers soviétiques. A partir d'août 1944, après la grande offensive d'été soviétique, la Wehrmacht doit absolument maintenir ses liaisons entre le front de Pologne et celui de Hongrie. Les troupes allemandes montent alors des opérations d'envergure contre les partisans. La compagnie française, qui se trouve dans la région de Vrutky, s'insère dans le dispositif de défense slovaque. Soutenus par quelques chars FT 17 récupérés sur des stocks de l'armée tchécoslovaque d'avant-guerre, les Français sont chargés de reprendre le village de Priekopa, avec l'aide d'une compagnie slovaque et d'éléments du bataillon russe *Souvouroff*.

PLACEMENT DES CARTES



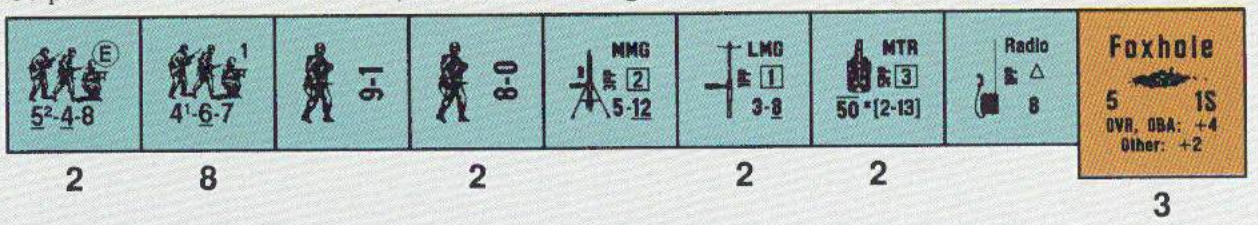
BALANCE

- Remplacer le *Leader* français 9-1 par un 9-2.
- Ajouter un 4-6-7 à l'OB allemand

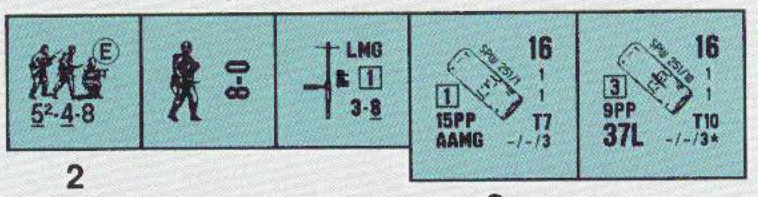
	1	2	3	4	5	6	7	8	FIN
Les Allemands se placent en premier									
Les Alliés se déplacent en premier									

Eléments de la brigade Shäffer [ELR : 4]

Se placent sur les cartes 4 et 41, à l'ouest de la rangée I, et sur la carte 4, dans les hex. de coordonnées ≤ à 3 (SAN : 3) :



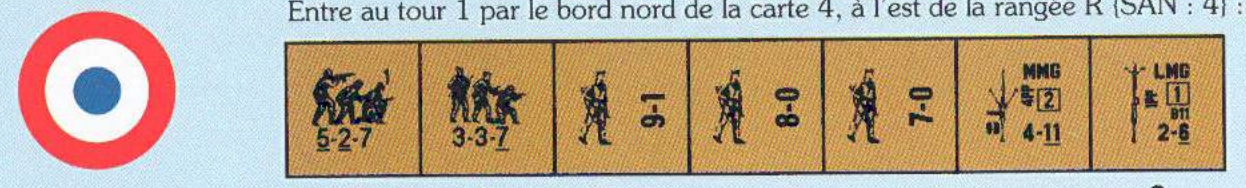
Entrent au tour 5 par 41GG5-GG6 :



Conception du scénario : Vincent Roussely

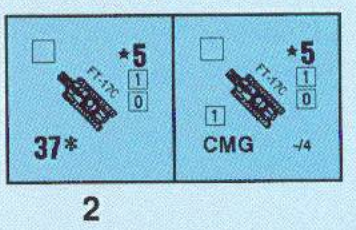
Compagnie française (bataillon Foch) [ELR : 4]

Entre au tour 1 par le bord nord de la carte 4, à l'est de la rangée R (SAN : 4) :



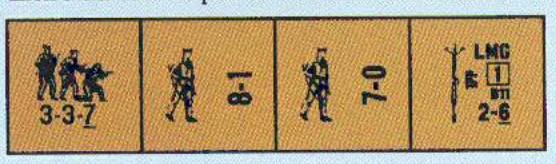
Appui de chars légers

Entre au tour 1 (voir RS3) :



Compagnie slovaque

Entre au tour 1 par le bord est de la carte 41 :



Eléments de la brigade Souvouroff

Entrent au tour 3 par le bord sud de la carte 41, à l'est de la rangée N :

REGLES SPECIFIQUES

1. Les conditions météo sont *Modérées*, sans vent au début. Les marais sont des *Brush*. La rivière de la carte 41 est *Shallow*.
2. La radio allemande donne accès à un module d'OBA de mortier de 80 mm (*Normal Ammo*). Les Allemands sont limités au ***tir*** de 4 PF.
3. Les trois chars légers entrent tous ensemble au tour 1 avec un des groupes de partisans, au choix du joueur au moment du placement hors-carte. La zone d'entrée correspond à celle du groupe choisi. Aucune pénalité de capture ou d'équipages inexpérimentés ne s'applique pour ces véhicules. Le moral des équipages est de 7, et ils sont représentés hors véhicules par des 1-2-7 russes. Les chars utilisent le *Red To Hit*.
4. Les armes de soutien de l'OB allié sont des *SW Allied Minor*, utilisées sans pénalité de capture. Les 5-2-7 ont un *ELR* souligné.

EPILOGUE

La compagnie slovaque engage l'attaque par le centre mais, pénalisée par un terrain plat et dégagé, elle ne peut réellement progresser. La défense allemande se replie pourtant dans le village. Au nord, les Français sont pris à partie par l'artillerie allemande, qui frappe avec précision. Une douzaine de Français sont blessés ou tués, mais la compagnie atteint l'orée du village. Enfin, au sud, les Russes parviennent également aux abords de l'objectif, sans dommage. Les partisans slovaques et français tentent alors vainement de s'infiltrer dans le village mais ils sont repoussés par les défenseurs. Les Russes, qui ne font face à aucune résistance, ne reçoivent pas l'ordre de poursuivre et le village ne peut être repris.

Les Français poursuivront le combat jusqu'à fin 1944, avant de rejoindre la France où le bataillon Foch se verra décerner la Croix de guerre avec palme par le général de Gaulle. A l'occasion du Cinquantenaire, le 12 octobre 1994, une stèle commémorative a été inaugurée place Stefanik à Paris pour rappeler l'engagement des volontaires français en Slovaquie.

VAE VICTIS
LA REVUE DU JEU D'HISTOIRE TACTIQUE ET STRATEGIQUE

SCENARIO ASL/VV 2

LE PONT DU 3 COMMANDO

CONDITIONS DE VICTOIRE

Les Allemands gagnent si, à la fin du scénario, ils contrôlent les deux casemates (*Pillboxes*) ainsi que les hexagones de route adjacents.

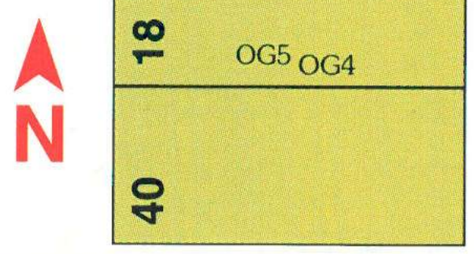
SICILE, ITALIE, le 14 juillet 1943

L'invasion de la Sicile commence par un assaut aéroporté de grande ampleur. L'un des objectifs de l'opération est de prendre le contrôle des ponts sur la route de Syracuse à Catania, voie principale de communication sur l'île. Les paras de la 1st Airborne Division doivent ainsi s'emparer du pont Primasole et, plus au sud, le 3 Commando, sous les ordres du colonel Durnford-Slater, sont chargés de prendre le pont de Malati, vers lequel converge le XIII Corps britannique. Dans la nuit du 13 au 14 juillet, les éléments du 3 Commando débarquent dans la baie d'Angone et, après quelques accrochages avec l'ennemi, atteignent leur objectif. Ils s'emparent du pont sans difficulté, surprenant les maigres effectifs de la garnison italienne vers 3 h du matin. Les commandos enlèvent les charges explosives de l'ouvrage et s'installent alors fébrilement, attendant les éléments de tête de la 50th Infantry Division qui doivent les relever.

PLACEMENT DES CARTES

BALANCE

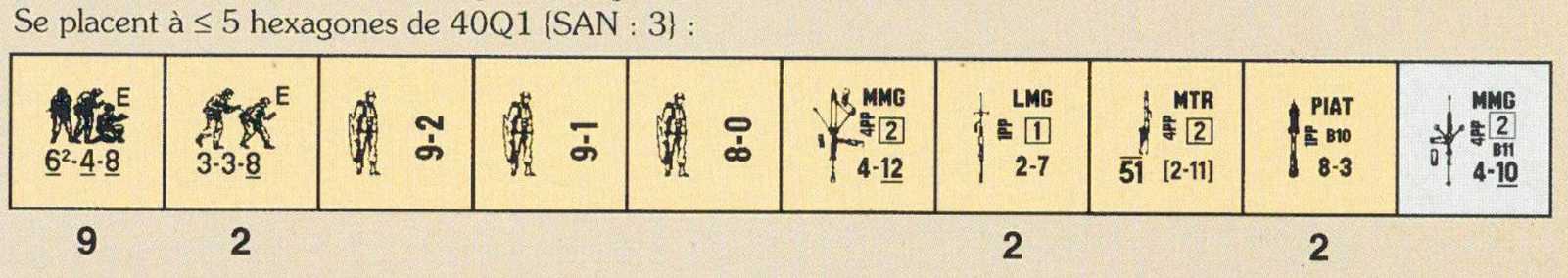
- Supprimer deux *Foxholes* 1S dans l'OB britannique.
- Le mortier de 81 mm commence démonté.

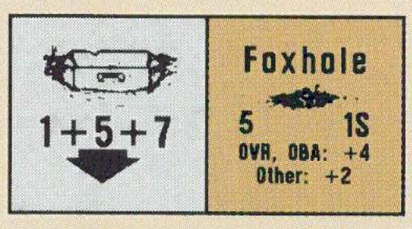


⊙ Les Anglais se placent en premier		✠	⊙				
✠ Les Allemands se déplacent en premier	1	2	3	4	5	6	FIN

Eléments du 3 Commando [ELR : 4]

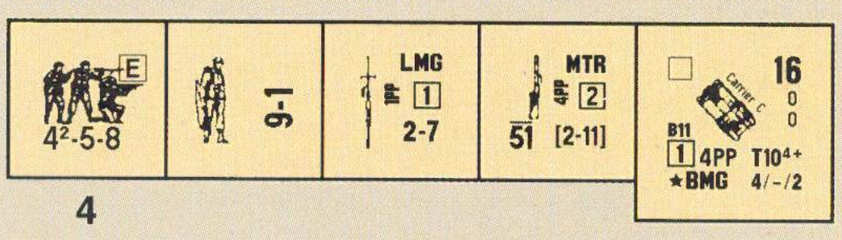
Se placent à ≤ 5 hexagones de 40Q1 (SAN : 3) :





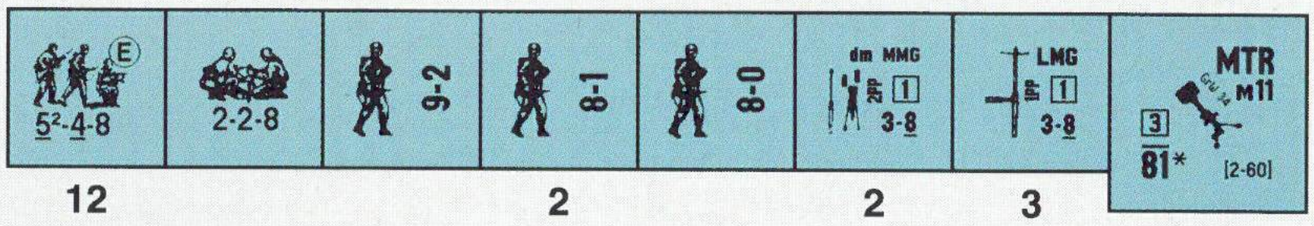
Eléments de tête du 5th East Yorkshire, 50th Infantry Division

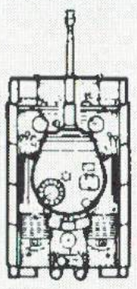
Entrent au tour 3 par 40Q10 :



Eléments du III./Fallschirmjäger-Regiment 3 [ELR : 4]

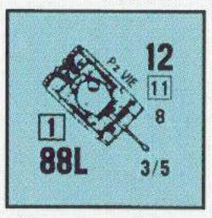
se placent sur la carte 18 dans les hexagones de coordonnées ≤ 4 (SAN : 2) :





Elément du s.-Panzer-Abt. 504

Entre au tour 2 par 18Q1 :



Conception du scénario : Hugues Pauget

REGLES SPECIFIQUES

1. Les conditions météo sont temps sec (*Dry*), sans vent au début. La rivière est peu profonde (*Shallow*) avec un courant lent allant vers l'est.
2. Placer les *Overlays* OG4 en 18R9-S10 et OG5 en 18O9-P9.
3. Un pont en pierre existe en 40Q2-Q3 (*two-lane Stone Bridge*). Les hexagones de pont sont considérés inhérents.
4. Les *Pillboxes* se placent en 40Q1 et 40Q4, dos au pont, avec un CA spécial de trois hex. de large : le CA du *Pillbox* en Q1 s'étend de 18P10 à 18R10, celui du *Pillbox* en Q4 s'étend de 40P4 à 40R4.
5. Les malus de *Captured Use* s'appliquent à la MMG italienne de prise.
6. L'équipage du Carrier est un HS 2-4-8. Le mortier de 81* allemand ne commence pas en batterie (*Emplaced*) au début du scénario.

EPILOGUE

A l'aube, la réaction ne se fait pas attendre. Les diables verts du Fallschirmjäger-Rgt. 3 contre-attaquent farouchement pour reprendre le pont, soutenus par un feu constant et précis de mortier. Un Tiger solitaire se présente également et réduit une à une les positions défensives des commandos. Ceux-ci se défendent avec acharnement et les paras allemands progressent avec difficulté. Privés de tout appui lourd, les Britanniques ne peuvent pourtant rendre coup pour coup et les pertes s'accumulent. En milieu d'après-midi, les commandos décrochent par petits groupes. Les Allemands s'emparent alors du pont et commencent immédiatement à replacer les charges, mais la relève tant attendue de la 50th Infantry Division arrivent enfin et balaie les derniers Fallschirmjäger. Par la suite, Montgomery demandera que l'on baptise le pont du nom de « *3 Commando Bridge* » et une plaque, encore visible actuellement, rappelle le souvenir de ce combat.

VAE VICTIS
LA REVUE DU JEU D'HISTOIRE TACTIQUE ET STRATÉGIQUE

SCENARIO ASL/VV 3

A L'ASSAUT DE GAMBSHEIM

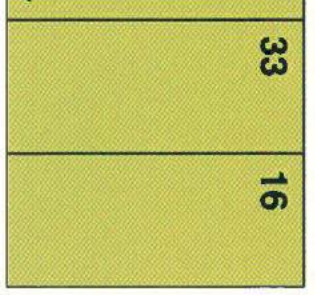
GAMBSHEIM, Alsace, le 7 janvier 1945

Le 31 décembre 1944, Hitler lance l'opération Nordwind en Alsace du nord, pour inquiéter le flanc droit allié alors que se déroule la bataille des Ardennes. Les Américains se retirent alors sur les Vosges, laissant Strasbourg sans défense. Après quelques péripéties dans les états-majors, les Français, qui refusent de voir l'ennemi reprendre la capitale alsacienne, obtiennent la garde de la ville. Les Allemands ont alors établi une solide tête de pont dans le secteur de Gambsheim et, le 5 janvier, les premières unités de la 3e division d'infanterie algérienne installent une ligne de défense. Le lendemain, Français et Américains s'efforcent de résorber la tête de pont mais une première attaque menée par les GIs du 242nd Regiment échoue. Le 7, les tirailleurs du 3e RTA, soutenus par les légionnaires du régiment de marche et par les blindés de deux régiments de chasseurs d'Afrique, passent à l'attaque.

CONDITIONS DE VICTOIRE

Le joueur français gagne si, à la fin du scénario, il contrôle ≥ 10 Stone Buildings sur la carte 10 et qu'il n'y a aucun MMC allemand unbroken à ≤ 2 hexagones de 33Q8.

PLACEMENT DES CARTES

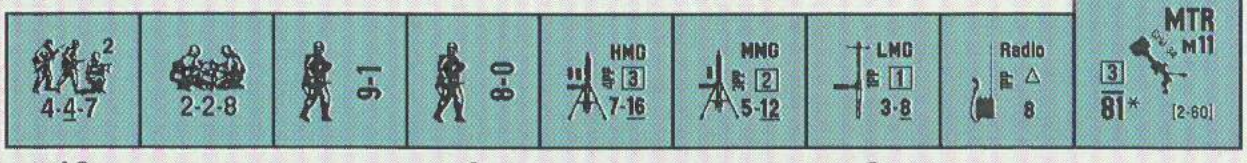


BALANCE

- Les blindés français entrent au tour 2
- Les blindés allemands entrent au tour 3

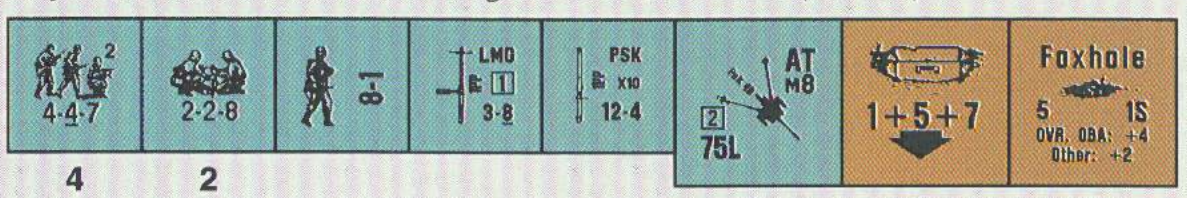
	1	2	3	4	5	6	7	8	9	FIN
Les Allemands se placent en premier										
Les Français se déplacent en premier										

Eléments de la 533. Volksgrenadier Division, régiment « Marbach » [ELR : 3]
se placent sur la carte 10 (demi-hex. de la carte 33 inclus) {SAN : 4} :



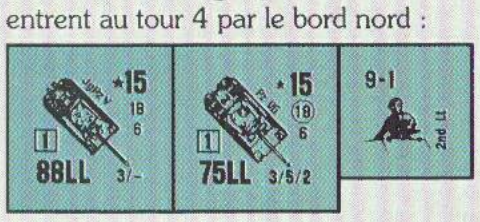
10 2 3

Se placent sur la carte 33 dans les hexagones de coordonnée ≥ 6 (voir RS3) :



4 2 2 2 4

Eléments du sPzJg-Abt. 654 et de la SS-PzJg-Kp. 95
entrent au tour 4 par le bord nord :



2

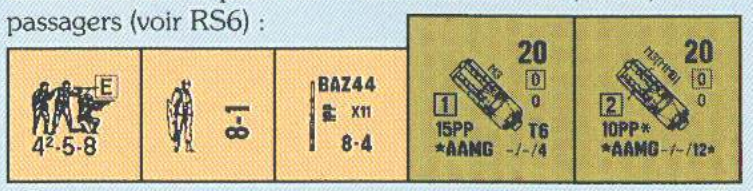
Eléments du 3e régiment de tirailleurs algériens [ELR : 4]
se placent sur la carte 16 au sud des hexagones de coordonnée ≤ 5 {SAN : 2} :

14 2 2 3 2

Eléments du 1er escadron du 1er RCA
entrent au tour 1 par le bord sud :

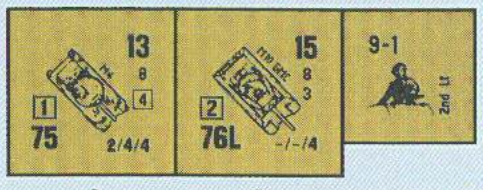
2

Eléments de la 3e cie du I/RMLE
entrent au tour 1 par le bord sud avec les MMC/SMC/ SW passagers (voir RS6) :



3 3

Eléments du III/1er RCA et du 7e RCA
entrent au tour 3 par le bord sud :



4 2

Conception du scénario : Sylvain Ferreira

REGLES SPECIFIQUES

1. Les conditions météo sont *Ground Snow*, sans vent au début et avec de la brume (*Mist*). Les routes n'existent pas sur les cartes 16 et 33.
2. L'infanterie et les véhicules allemands ont *Winter Camouflage*. Les *MMC* allemands ont *Assault Fire*.
3. 1 *squad* allemand ou équivalent ainsi que tout *SMC/SW* empilés dans la même *Location* peut se placer *HIP*. L'observateur allemand peut se placer *HIP*. Les Pak 40 doivent se placer dans les Pillbox.
4. Les Français ont accès à une batterie d'OBA de 100 mm (9B/3R, HE et smoke) dirigée par un observateur hors-carte secrètement placé sur le bord sud avant le placement allemand.
5. Les Allemands ont accès à un module d'OBA de 100 mm (HE seulement) avec *Scarce Ammo* (8B/4R).
6. Le M3 (MMG) transporte un 4^2-5-8 inhérent.

EPILOGUE

L'assaut commence à 14 h, dans le brouillard. Les premiers éléments sont rapidement accrochés par des tirs de roquettes antichars et de PaK, ces derniers étant placés dans d'anciens blockhaus de la ligne Maginot. La défense allemande est heureusement sévèrement engagée par les blindés et, vers 14 h 40, les légionnaires atteignent les premières lignes ennemies, à l'entrée du petit village de Bettenhoffen, sur le carrefour en avant de Gambsheim. De violent tirs de mortiers et d'arme antichars les empêchent de déboucher et, jusqu'à 17 h, les combats font rage.

Les Allemands contre-attaquent alors, soutenus par quelques blindés lourds. Les Français se voient forcés d'entamer un repli, couvert par les Tank Destroyer. Les pertes sont lourdes, huit chars ont été détruits. Il est évident que la poche de Gambsheim ne peut être résorbée, à tel point que les Allemands attaquent à leur tour en direction de Strasbourg le 22 janvier.

SCENARIO
ASL/VV 4

LES CHASSES D'HUGO

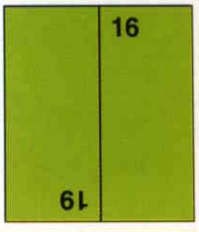
CONDITIONS DE VICTOIRE

Le joueur soviétique gagne si, à la fin du scénario, il a fait sortir ≥ 35 VP par le bord sud.

RJEV, UNION SOVIÉTIQUE, 15 septembre 1942

Au deuxième jour de l'offensive soviétique sur Rjev, le sergent Hugo Primozic et son peloton de canons d'assaut du Sturmgeschütz-Abteilung 667 se portent au nord de la ville. Les StuG ont pour mission de repousser les attaques de plus en plus intenses des blindés soviétiques, qui risquent à tout moment de briser les dernières défenses allemandes. En face, pour mener cette attaque qui doit être déterminante, la Stavka a donné pour mission à la brigade de chars Iosef Staline — élite blindée de l'armée rouge — d'ouvrir le chemin de la victoire. Dans l'après-midi, une horde de chars soviétiques s'avance, accompagnée par des fantassins montés en grappes sur l'arrière des blindés. Les quelques soldats allemands, terrés dans leurs trous d'hommes, retiennent leur souffle, avec pour seul espoir un coup de génie de Primozic.

PLACEMENT DES CARTES



BALANCE

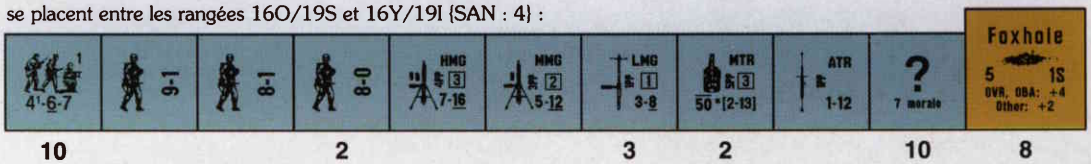
★ Supprimer l'Armor Leader 9-1 allemand.

✙ Ajouter un Armor Leader 8-1 aux renforts soviétiques qui entrent au tour 4.

N

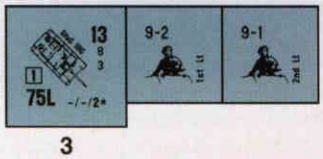
✙ Les Allemands se placent en premier	★ 1	2	3	★ 4	5	6	7	8	FIN
★ Les Russes se déplacent en premier									

Eléments du Sturmgeschütz-Abteilung 667 et infanterie de soutien [ELR : 3]
se placent entre les rangées 16O/19S et 16Y/19I (SAN : 4) :



10 2 3 2 10 8

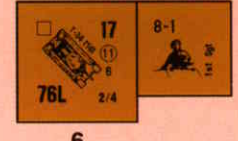
Se placent au sud de 16Y/19I inclus :



3

Eléments de la brigade de chars Iosef Staline [ELR : 3]
entrent au tour 1 par le bord nord (les véhicules ont déjà dépensé la moitié [FRD] de leur MP) (SAN : 2) :

13 4 2



6

Entrent au tour 4 entre 16A5 et 16J1, en ayant déjà dépensé la moitié (FRU) de leurs MP :

4

Conception du scénario :
Sylvain Ferreira

REGLES SPECIFIQUES

1. Les conditions météo sont *Wet*, sans vent au début.
2. Deux *Squads* allemands ou équivalents peuvent se placer *HIP* avec tout *SMC/SW* empilé avec eux.
3. Les Soviétiques ont un *Offboard Observer* secrètement placé au niveau 2 le long du bord nord, avant le placement allemand. Il dirige un module d'*OBA* de 80 mm de mortier avec *Normal Ammo* (HE seulement).
4. Le joueur allemand place huit épaves de véhicules soviétiques, avec une épave par hex : quatre à ≤ 4 hexagones de 16N4 et quatre à ≤ 4 hexagones de 16Y6. Chaque épave doit être à ≥ 2 hex. de distance de chacune des autres.

EPILOGUE

A peine les chars soviétiques en vue, Primozic ouvre le feu, à 800 m du premier blindé ennemi. Premier coup au but et première perte pour les assaillants. Malgré l'artillerie ennemie, les canons d'assaut allemands se déplacent en se couvrant mutuellement et les carcasses de chars soviétiques détruits s'accumulent au fur et à mesure. Mais la situation reste très délicate; les fantassins soviétiques poursuivent leur avance et débordent plusieurs points d'appui. Primozic et ses hommes doivent alors intervenir à coups d'obus explosifs pour repousser avec succès la première vague ennemie.

Les choses se gâtent lorsqu'apparaît un nouveau groupe de chars soviétiques, composé de KV-1 accompagnés d'un monstrueux KV-2 de 52 tonnes, équipé d'un canon de 152 mm. Le char de Primozic est touché mais sans grand dommage et il réplique sur le mastodonte d'acier. Le coup ricoche mais un deuxième, tiré dans la foulée, atteint le géant au niveau du moteur qui commence à prendre feu. Découragés et désorganisés, les fantassins et les chars soviétiques refluent. Primozic et ses hommes ont détruit 24 blindés ennemis et sauvé la journée.

SCENARIO
ASL/VV 5

LES JEUX SONT FAITS

RIVA-BELLA, FRANCE, le 6 juin 1944

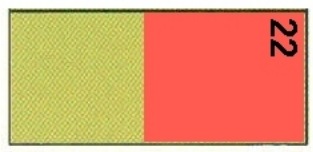
Après une nuit de traversée en LCI, les 177 Français du 1er BFMC prennent pied sur *Queen Red* vers 7 h 20, ce 6 juin 1944. La plage de Riva-Bella a été dégagée de ses barbelés par le deuxième bataillon de l'East Yorkshire, au prix de 75 % de son effectif. Les armes légères allemandes causent déjà de lourdes pertes dans les rangs des Français et seuls 114 d'entre eux atteignent le point de ralliement, une ancienne colonie de vacances. Les commandos se rassemblent et entament leur progression vers l'objectif principal : le blockhaus de l'ancien casino. Il est 8 h lorsque ce dernier est en vue. L'assaut en entamé avec PIAT et lance-flammes en appui.

CONDITIONS DE VICTOIRE

Le joueur français gagne si, à la fin du scénario, il contrôle le bâtiment W8 et s'il n'y a aucun MMC allemand Unbroken à ≤ 3 hexagones de X7.

PLACEMENT DES CARTES

N



Seules les rangées R à GG sont jouables

BALANCE

- Remplacer le 9-2 français par un 10-2 et ajouter un Armor Leader 8-1.
- Remplacer le 8-1 allemand par un 9-1 et la MMG allemande par une HMG.

	1	2	3	4	5	6	FIN
Les Allemands se placent en premier							
Les Français se déplacent en premier							

Eléments de la 716. Infanterie-Division [ELR : 3]
se placent à l'est de X0-X6-Z7-Z10 inclus (voir RSS3) [SAN : 5] :

4 6 2 2

1er bataillon de fusiliers-marins commandos, Commando n° 4 [ELR : 5]
se placent à l'ouest de Z0-Z3-BB4-BB10 inclus [SAN : 2] :

10 3 2 2

Sherman DD du 13/18th Hussars
entre au tour 2 par GG5 :

Conception du scénario : Jean-Luc Béchennec

REGLES SPECIFIQUES

1. Les conditions météo sont modérée, avec une *Mild Breeze* qui souffle du sud-ouest. Le temps est *Gusty* (E3.4).
2. La rivière est à sec (*Dry*). Placer deux tranchées en W7 et X9; placer trois *Shellholes* en X6, Y5 et Z5. Le bâtiment W8 est entièrement fortifié et le TEM est de **5** au lieu de 4.
3. L'AT de 50L se place au rez-de-chaussée du bâtiment W8. ≥ 6 squads allemands, ainsi que ≥ 2 SW et ≥ 1 Leader doivent se placer au sud (strictement) de la route Y6-S7-R5.

EPILOGUE

Les projectiles des PIAT détruisent rapidement le canon de 20 qui défend les abords du blockhaus mais, insuffisamment appuyés, les Français doivent se replier devant une opposition décidément trop forte. Vers 9 h, le lieutenant de vaisseau Kieffer obtient l'assistance d'un Sherman DD. Avec cet appui-feu, l'attaque reprend et la dizaine de défenseurs qui subsiste dans le blockhaus se rend, démoralisée. Le reste de la garnison a réussi à évacuer l'ouvrage et occupe maintenant les maisons avoisinantes. Le nettoyage est difficile et cause de nouvelles pertes dans les rangs des Français. Finalement, le 1er BFMC a rempli sa mission mais, à la fin de la journée, 21 d'entre eux ont été tués et 93 blessés.

VAE VICTIS
LA REVUE DU JEU D'HISTOIRE TACTIQUE ET STRATEGIQUE

SCENARIO
ASL/VV 6

LA MORT DU DRAGON

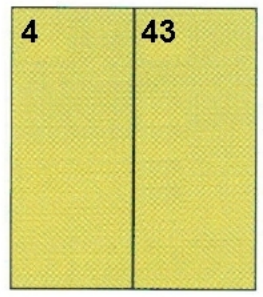
CONDITIONS DE VICTOIRE

Le joueur allemand gagne si, à la fin du scénario, il y a < 2 Squads (ou équivalent) français Good Order à ≤ 2 hexagones de 43N8. Le joueur français gagne immédiatement s'il a marqué ≥ 40 VP.

Près de NOTRE-DAME-DE-LORETTE, FRANCE, le 23 mai 1940

L'audacieuse percée des blindés allemands à travers les Ardennes et la Meuse prend complètement par surprise le commandement allié. En effet, celui-ci ne dispose d'aucune réserve pour faire face à la situation. Devant l'urgence, des unités comme la 1re division légère mécanique sont prélevées sur d'autres secteurs et envoyées à la rencontre des Panzer. Leur objectif : gagner le temps nécessaire à la mise sur pied d'une contre-offensive. Or, les 18 et 19 mai, la 1re DLM est durement étrillée sur la Sambre et dans la forêt de Mormal par les 5. et 7. Panzer-Division sans pouvoir enrayer leur avance. Par ailleurs, le 22, la contre-attaque franco-anglaise au sud d'Arras se solde par un échec. En conséquence, les armées alliées du nord sont prises dans l'étau des forces allemandes de Belgique et des divisions ennemies venant des Ardennes. Un périmètre défensif est péniblement mis en place face à l'ouest. La 1re DLM prend en charge le secteur au nord-ouest d'Arras et fait face à la 5. Panzer-Division. Le 23 au matin, le 1er bataillon du 4e RDP de la 1re DLM, trop en flèche, abandonne Mont-Saint-Eloi, gros village dominant le secteur. Les dragons se replient plus à l'est sur la ferme de Berthonval. Les escadrons de fusiliers et les antichars prennent position autour de la ferme tandis que l'escadron moto et les armes lourdes du 5e escadron s'installent sur une crête 500 mètres en arrière.

PLACEMENT DES CARTES



BALANCE

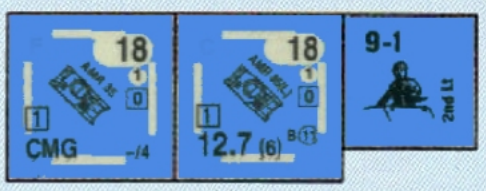
- Remplacer trois Squads 4[1]-6-7 allemands par trois Squads 4[2]-6-8
- Remplacer le Leader 9-1 français qui entre au tour 3 par un 9-2

	1	2	3	4	5	6	7	FIN
Les Français se placent en premier								
Les Allemands se déplacent en premier								

Eléments du 1er bataillon du 4e régiment de dragons portés [ELR : 3] se placent/entrent comme indiqué [SAN : 5].
Se placent dans le périmètre défini par 43G1-4G3-4H3-4I3-4V3-43V0.

10 2 2 2 8

Entrent au tour 1 par 43Q1 ou 43Y1 :



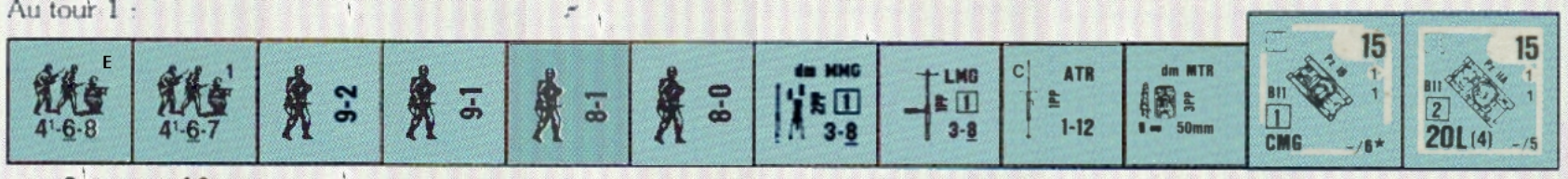
Entrent au tour 3 ou 4 par le bord est :

8 2

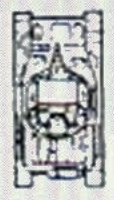
Eléments du 4e Cuirassiers entrent au tour 4 par 43Q1 ou 43Y1 :

2

Eléments du II/Pz.-Regiment 31 et du II/Schützen-Regiment 13 [ELR : 3] entrent par le bord ouest au tour indiqué [SAN : 4].
Au tour 1 :



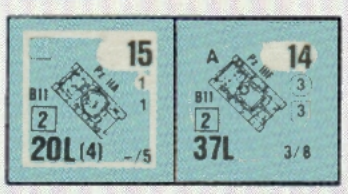
6 10 2 2 5 2 2



Au tour 2 :

Au tour 3 :

Au tour 4 :



2

Conception du scénario Philippe Naud

REGLES SPECIFIQUES

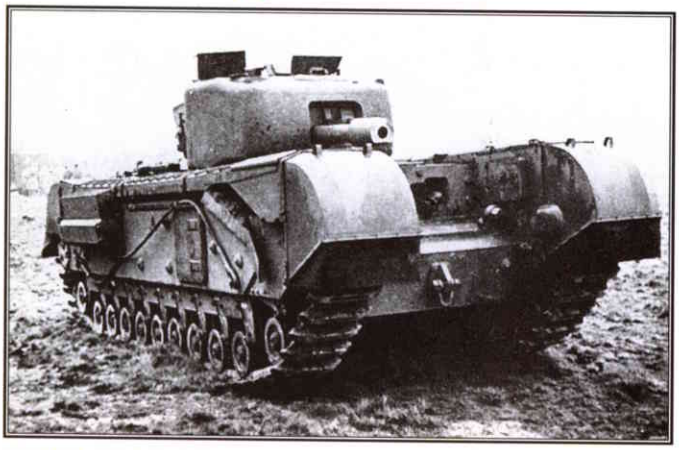
1. Les conditions météo sont modérées, sans vent au début. Kindling et Boresighting sont interdits. Une LV Hindrance de + 1 s'applique à partir du tour 5.
2. Les équipages des AFV ne peuvent pas abandonner volontairement leur véhicule. A chaque tour, les joueurs doivent tenter de réparer les éventuels MA enrayés des AFV.
3. Le joueur français a accès à un OBA de 80 mm+ (HE seulement) dirigé par un observateur hors-carte secrètement placé au niveau 2 sur le bord est. Le joueur allemand a accès à un OBA de 100 mm+ (HE seulement) avec le premier accès à la batterie automatique et *Plentiful Ammo*. Ce module est dirigé par un observateur hors-carte secrètement placé au niveau 2 sur le bord ouest. Les deux observateur sont placés avant le placement des pions sur carte.
4. Le joueur allemand dispose d'un FB39 avec bombes, entrant selon E7.2 mais dont la présence est limitée à deux tours. Un drm de - 1 s'applique au dr d'entrée.
5. Le joueur français peut échanger sont AL 9-1 contre un héro.

EPILOGUE

Vers midi, les Allemands, appuyés par l'artillerie et les chars testent les défenses françaises. Les assaillants profitent de leur position dominante pour mitrailler les dragons de Berthonval. De leur côté, les mitrailleuses et les mortiers du 5e escadron s'efforcent « d'encager » la ferme. L'escadron moto et des mitrailleurs se portent alors en avant sous le feu ennemi pour renforcer les défenseurs. Les pertes françaises sont lourdes; l'adversaire exerce une forte pression avec l'appui de l'aviation. Néanmoins, les AMR et les Somua tiennent les Panzer à distance. Un chef de voiture n'hésite pas à quitter son AMR pour servir un antichar et une mitrailleuse et détruit ainsi deux chars adverses. Malgré de nombreux tués et plus de 80 blessés, le I/4e RDP tient jusqu'à la tombée de la nuit. Il décroche vers 1 h 30, à l'exception d'une partie de l'escadron moto, encerclée et anéantie par l'adversaire. La 1re DLM, décimée, se replie vers le nord et Dunkerque...

SCENARIO ASL/VV 7

LE COURAGE DES MAHRATTES



Au nord de LUGO, ITALIE, le 10 avril 1945 :

Au printemps 1945, le IIIe Reich est aux abois. Les Alliés lancent leurs dernières offensives et envahissent le territoire allemand. L'heure du combat final a également sonné en Italie, théâtre d'opérations un peu oublié depuis le 6 juin 1944... Le 9 avril, les troupes du 15th Army Group passent à l'attaque avec pour objectif d'empêcher un repli ennemi sur un éventuel réduit alpin. Les Allemands et les fascistes italiens ont mis l'hiver à profit pour fortifier leurs positions ; ces dernières s'appuient souvent sur des obstacles naturels. La 8th Indian Infantry Division doit ainsi forcer l'obstacle formé par les rivières Senio, Sillaro et plusieurs canaux au sud-ouest du lac de Comacchio. Malgré l'appui d'une forte artillerie et de nombreux blindés de tous types, la progression est difficile. Ainsi, le 1/5th Mahrattas de la 21st Indian Brigade subit des pertes si élevées qu'il doit fondre les C et Y Companies en une seule unité. Du côté des défenseurs, le moral reste bon et ils n'hésitent pas à lancer de nombreuses contre-attaques locales. Mais les Indiens sont tout aussi déterminés à prendre pied sur la rive nord de la Senio ; en fin d'après-midi, ils y sont solidement installés. A cette occasion, un sous-officier indien est décoré de la Victoria Cross pour sa bravoure. A l'aube du 10 avril, les Mahrattes repartent à l'attaque et gagnent du terrain sur un adversaire dont la détermination semble affaiblie.

CONDITIONS DE VICTOIRE

Le joueur allié gagne si, à la fin du scénario, il contrôle ≥ 5 Locations de bâtiment situés à ≤ 3 hexagones de Q7.

PLACEMENT DE LA CARTE

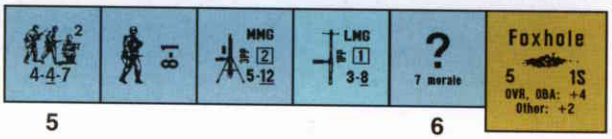
N

BALANCE

- Ajouter un Héro à la YC Coy.
- Echanger un Leader 8-1 anglais contre un 8-0.

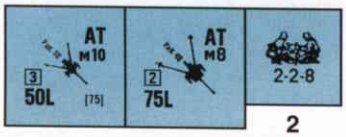
Les Allemands se placent en premier	⊙ 1	2	3 ✙	4	5	6	FIN
⊙ Les Alliés se déplacent en premier							

Eléments de la 362. Infanterie-Division [ELR : 2] se placent/entrent comme indiqué {SAN : 4}.
Se placent à ≤ 3 hexagones de Q7 (sous un "?" s'ils sont en Concealement Terrain).



5 6 2

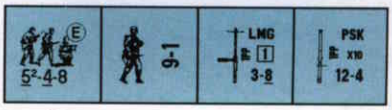
Se placent dans les hexagones de coordonnée ≥ 5 :



2

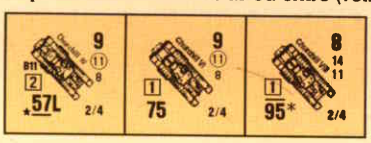
Se place HIP en Concealement Terrain (bâtiments interdits) dans les hexagones de coordonnée ≥ 5 :

Entrent au tour 3 par le bord nord

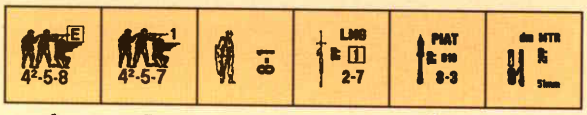


3

2 Troop, 48th Royal Tank Regiment
se place entre R et I inclus ou entre (voir RSS 4) :



YC Coy, 1/5th Mahrattas [ELR : 4]
entre au tour 1 par le bord sud entre J et T inclus {SAN : 2} :



4 5 2 2

Conception du scénario : Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont Wet, sans vent au début. Le Kindling est interdit. Tous les champs sont des vignobles (E13.6).
2. Les MMC anglais sont considérés Allied Minor pour le Heat Of Battle et le Leader Creation seulement. Aucune pénalité Allied Troops ne s'applique.
3. Les équipages de blindés ne peuvent abandonner volontairement leurs véhicules.
4. Le joueur anglais peut faire entrer ≤ 2 chars au tour 1 par le bord sud entre J et T inclus au lieu de les placer sur la carte.

EPILOGUE

Les Indiens avancent avec l'appui du 48th Royal Tank Regiment, en partie rééquipé avec de nouveaux Churchill. Vers 11 heures, le 2 Troop reçoit l'ordre d'attaquer une maison pour faciliter sa prise par l'infanterie. Aussi, le lieutenant Fox ordonne aux deux autres chars de couvrir son avance. Un premier canon antichar est détruit. Puis, à une centaine de mètres de la maison, le Lt Fox se heurte à un canon automoteur camouflé sous une meule de foin : les Anglais sont les plus rapides et l'engin ennemi explose. Mais le Churchill est aussitôt touché par deux canons antichars et trois des membres de l'équipage, dont Fox, sont tués. Malgré ce revers, l'attaque se poursuit et les Mahrattes occupent l'objectif comme prévu. Les jours suivants, les troupes alliées repoussent, sans relâche, les Allemands vers le nord.

SCENARIO
ASL/VV 8

LES CHARIOTS DE FEU

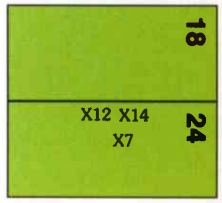
CONDITIONS DE VICTOIRE

Le joueur anglais gagne s'il garde le contrôle de ≥ 28 des Building Locations entre les rangées V et M comprises sur la carte 24 ou en infligeant 1,5 fois plus de CVP qu'il en a subis.

MOZZAGROGNA, ITALIE, le 28 novembre 1943

Après la capitulation italienne le 8 septembre 1943, l'Italie n'est plus défendue que par les seules troupes allemandes. Ces dernières utilisent habilement le relief et les cours d'eau pour établir leurs lignes de défense. Le 20 novembre, sous une pluie battante, les troupes du Commonwealth arrivent sur la rivière Sangro. Le lendemain, la 8th Indian Division réussit à établir une tête de pont sur la rive nord. Elle doit ensuite s'emparer des villages de Mozzagrogna et San Maria qui dominent l'axe d'approche allié et servent d'observatoires à l'artillerie ennemie. Mais les Allemands ont multiplié les destructions et les champs de mines devant les assaillants, empêchant l'arrivée du matériel lourd et seule l'infanterie de la 17th Indian Brigade est en mesure d'attaquer. Néanmoins, le 27, deux compagnies de Gurkhas montent à l'assaut de Mozzagrogna. Après de violents combats au corps à corps, ils réussissent à prendre le contrôle de la plus grande partie du village. Mais les Allemands ne s'avouent pas vaincus.

PLACEMENT DES CARTES

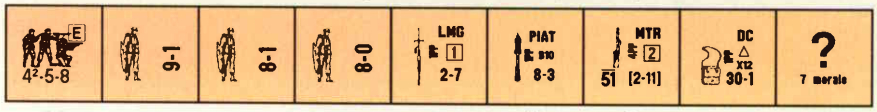


BALANCE

- Le joueur anglais doit contrôler 31 Building Locations.
- Les AFV sont RECALL au tour 4.

⊙ Les Anglais se placent en premier	1	2	3 ⊙	4	5	6	7	FIN
✠ Les Allemands se déplacent en premier								

Eléments du 1/5th Gurkhas [ELR : 5]
se placent sur la carte 24 entre les rangées V et M incluses (SAN : 5) :

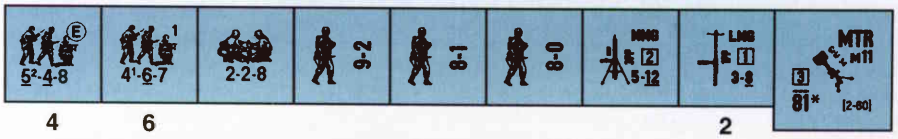


10 2 2 2 16

Eléments du 1st Royal Fusiliers [ELR : 4]
entrent au tour 3 entre 24T0 et 24M1 compris :

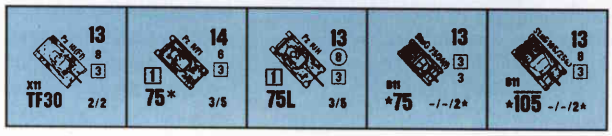
5 2

Eléments du Fusilier Batallion 65 [ELR : 4]
se placent sur/au nord des hexagones de coordonnée ≥ 4 sur la carte 18 (SAN : 4) :



4 6 2

Eléments de la 1. Flamm.Kompanie et de la 7. Panzer-Kompanie, Panzer-Regiment 26
entrent au tour 1 par 18Y10 et/ou 18Q10 :



2 2

Conception du scénario : Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont *Wet*, sans vent au début. Le Kindling est interdit. La vallée est une colline de niveau 1. Tous les Overlays sont au niveau 1.
2. Placer les Overlays X7 en 24O6, X12 en 24R9-S9 et X14 en 24O9-N8.
3. Les 4²-5-8/2-4-8 de l'OB anglais sont des Gurkhas (A25.43) avec un ELR de 5. Ils sont Stealthy, peuvent déclarer Hand-to-hand Melee s'ils sont ATTAQUANTS et sont considérés Allied Minor pour le Heat Of Battle seulement.
4. Un squad Gurkhas est noté secrètement Assault Engineer. 2 squads Gurkhas ou équivalent (et tout SMC/SW empilés avec dans la même Location) peuvent se placer HIP.
5. Les équipages de blindés ne peuvent abandonner volontairement leur véhicule. L'Armored Assault et les Riders sont interdits. Les chars embourbés (Bog) ou immobilisés comptent pour la moitié des CVP (FRU) à l'Anglais.
6. Les blindés allemands sont RECALL au tour 5.
7. Une LV Hindrance de +1 s'applique aux tours 1 et 2.
8. Au début du scénario, les Anglais contrôlent toutes les Locations situées dans leur zone de placement.

EPILOGUE

Un Kampfgruppe est hâtivement constitué avec une compagnie d'infanterie tenue en réserve et des éléments du Panzer-Regiment 26. Ces derniers sont formés par une compagnie de chars lance-flammes, renforcée par des Semoventi italiens de prise, et un peloton du II/Pzr.Regiment 26. L'attaque démarre avant l'aube. La coopération entre les Panzer et l'infanterie laisse à désirer mais les Gurkhas cèdent du terrain sous les obus et les tirs des lance-flammes. L'arrivée de renforts du 1st Royal Fusiliers ne suffit pas à redresser la situation même si un PzKpfw III(Fl) est immobilisé. A 7 h 30, le village semble sous contrôle allemand. Peu après, les blindés se replient, par peur des chasseurs-bombardiers anglais. Une contre-attaque est alors lancée par les défenseurs mais elle est repoussée par l'infanterie allemande. Gurkhas et Fusiliers doivent se replier. Il faut attendre le lendemain matin pour qu'un assaut allié combiné enlève enfin Mozzagrogna.

SCENARIO ASL/VV 9

NO HAN PASADO !

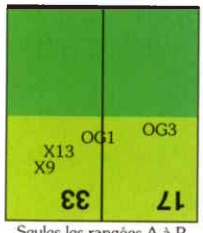
CASA DEL COBO, ESPAGNE, le 11 mars 1937

Début mars 1937, après que deux offensives aient échoué, les nationalistes lancent une ultime opération pour encercler Madrid. Mais les forces de Franco, épuisées, ne peuvent fournir un appui conséquent et c'est le corps expéditionnaire de Mussolini, le CTV (Corpo di Truppi Volontare), qui passe à l'attaque. Le 8 mars, malgré la pluie et la neige, les Italiens percent les lignes républicainnes et avancent rapidement le long de la route reliant Madrid à la frontière française. Les défenseurs se replient en bon ordre. En fin d'après-midi arrive en renfort la XI[e] brigade internationale avec les bataillons Commune de Paris, Thaelmann et Edgar André (les deux derniers composés en partie de volontaires antifascistes allemands). Les 9 et 10 mars, les républicains livrent des combats acharnés et ralentissent l'avance ennemie. Le lendemain, les fascistes arrivent devant Trijueque. Face à eux, la XI[e] brigade est en position de part et d'autre de la route de France près de la Casa del Cobo.

CONDITIONS DE VICTOIRE

Le joueur italien gagne dès qu'il a sorti ≥ 12 VP d'infanterie (les prisonniers **comptent** dans les VP) par le bord sud.

PLACEMENT DES CARTES



Seules les rangées A à P sont jouables

BALANCE

★ Le joueur italien doit sortir ≥ 15 VP.

HHH Le joueur italien doit sortir ≥ 9 VP.

★ Les internationaux se placent en premier

HHH Les Italiens se déplacent en premier

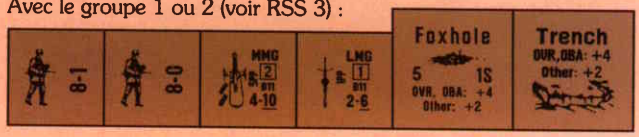
1	HHH 2	3	4	5 ★	6	7	FIN

Eléments du bataillon Edgar André [ELR : 3] se placent sur la carte 33 dans les hex. de coordonnée 10 et sur la carte 17 dans les hexes de coordonnée ≤ 5 entre les rangées indiquées ci-dessous {SAN : 4}.

Groupe 1 entre les rangées H et J incluses :

2 4 6

Avec le groupe 1 ou 2 (voir RSS 3) :

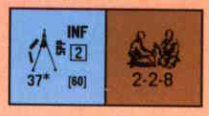


2 8 3

Groupe 2 entre les rangées E et G incluses :

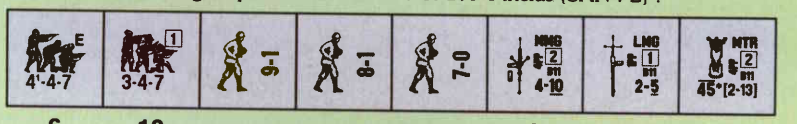
4

Se place HIP au sud de J inclus :



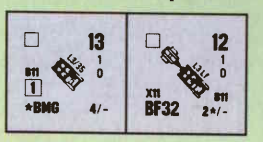
Char de la 1ª Brigada Blindada entre au tour 5 par le bord sud de la carte 33 :

Eléments de la 824ª Bandera Canicia Nere « Tambien » [ELR : 3] se placent sur la rangée qui s'étend de 33P6 et 17P4 inclus {SAN : 2} :



6 10 2 3 2

Eléments de la 3ª compagnia di carri leggeri entrent au tour 2 par 33P2 :



2 2

Conception du scénario : Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont *Wet* et le temps est *couvert (Overcast)*, sans vent au début. Placer les Overlays OG1 en 33L10, OG3 en 17N7-O7, X13 en 33K7-L6 et X9 en 33I5.
2. Les internationaux sont représentés par des pions russes mais n'ont pas de distinctions de nationalité (A25.) i.e. ils se comportent comme des Allemands sauf pour A25.22-.223 (commissaire politique). Leur Moral est souligné et ils utilisent tous les AFV/SW de leur OB sans pénalité. Les unités internationales en Concealement Terrain commence le scénario sous un « ? ».
3. ≥ 1 SMC et ≥ 1 MG internationale doit se placer avec le groupe 2.
4. Seule la route 33P2-L4-L5-A5 est pavée.
5. Le terrain est boueux. Toutes les unités dépensent 1/2 MF ou 1 MP supplémentaire par hexside de terrain découvert, sauf si elles entrent dans du terrain non découvert dans cet hex. Le terrain découvert est défini par E3.65.

EPILOGUE

La Bandera Tambien de la division Penne Nere attaque le petit bois où se sont retranchés les internationaux du bataillon Edgar André. Malgré leur élan, les « légionnaires » (mélange de soldats de métier, de fascistes convaincus et de chômeurs attirés par la solde et la soupe) sont arrêtés par le feu des mitrailleuses Maxim. Ils font appel à leurs blindés qui, gênés par le terrain boueux, progressent difficilement. Cependant, les lance-flammes des tankettes font des ravages parmi les défenseurs. Ces derniers ripostent avec leurs armes automatiques et un canon de 37 mm, incendiant plusieurs blindés italiens. Malgré des pertes terribles (plus de 300 hommes sur 500), les internationaux tiennent toujours, empêchant les « légionnaires » de Mussolini de percer. C'est sous la protection d'un char T-26 que les survivants du bataillon Edgar André se replient. Pour cette fois, les combattants nationalistes ne passeront pas.

SCENARIO ASL/VV 10

TROP PEU, TROP TÔT

GAFSA, TUNISIE, le 21 novembre 1942

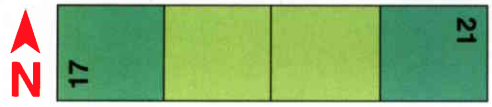
Le 8 novembre 1942, les Anglo-américains débarquent au Maroc et en Algérie, où les forces françaises opposent une résistance souvent déterminée. Le lendemain, le ralliement très opportuniste de l'amiral Darlan fait basculer une bonne partie de l'Afrique du Nord dans le camp des Alliés. Or, Pétain désavoue Darlan, appelle à la continuation de la lutte et se plie aux exigences des Allemands. Ces derniers obtiennent l'utilisation des ports et des aérodromes de Tunisie et envoient des troupes. Une partie des unités du Commandement supérieur des troupes de Tunisie se laisse ainsi désarmer mais d'autres se replient vers l'ouest afin de rejoindre les Alliés qui avancent depuis l'Algérie. Par ailleurs, dans le sud tunisien, les Allemands veulent protéger les arrières de Rommel qui retraite depuis la Tripolitaine. Ils cherchent par conséquent à contrôler les cols de la dorsale orientale et les villes à la frontière algérienne. Les Français qui leur font face veulent bien sûr l'empêcher. Les quelques troupes du secteur prennent contact avec les premiers éléments américains venus d'Algérie, des parachutistes et des Tank-destroyers. Le 21 novembre vers 10 heures, les cavaliers du 3e RCa apprennent qu'une section motocycliste allemande vient d'occuper la ville de Gafsa, à une cinquantaine de kilomètres de la frontière algérienne. Le général Welvert envoie aussitôt sur place un escadron de chasseurs d'Afrique, avec l'ordre de reprendre la ville.

CONDITIONS DE VICTOIRE

Le joueur français doit contrôler ≥ 20 Building Locations sur la carte 21, en infligeant au moins autant de CVP qu'il en a subi. Les AFV comptent seulement pour la moitié de leur CVP (FRU) dans ce calcul.

PLACEMENT DES CARTES

Seules les rangées R à GG sont jouables



BALANCE

- Remplacer le Leader 9-1 français par un 9-2.
- Remplacer 3 x 4[1]-6-7 du groupe sur 21R par 3 x 5[2]-4-8.

Les Allemands se placent en premier	1	2	3	4	5	6	FIN
Les Français se déplacent en premier							

Eléments du Kampfgruppe von Gladow [ELR : 4] se placent comme indiqué (SAN : 3).
Se placent entre CC et EE inclus sur la carte 21.

3 8

Se placent sur la rangée 21R dans les Building Locations :

9

Eléments du 1er escadron mixte du 3e régiment de chasseurs d'Afrique [ELR : 3] se placent sur la carte 17 (SAN : 2) :

6 2 2

Eléments du 15e régiment de tirailleurs sénégalais entrent au tour 1 par le bord ouest :

6

Conception du scénario : Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont *Modérées*, sans vent au début. Le *Kindling* est interdit.
2. Tous les bâtiment sont considérés comme des *Single Story Rowhouses* (B23.71)
3. Tous les bois sont des *Vergers* (B14.).
4. Les équipages d'AMD ne peuvent abandonner volontairement leur véhicule.

EPILOGUE

Vers 18 heures, les AMD appuient de leur feu les motocyclistes du 1er escadron qui prennent pied dans les premières mechtas. Toutefois, il apparaît vite que l'adversaire est plus puissant que prévu. Il s'agit en fait d'une compagnie d'infanterie renforcée qui contre-attaque vigoureusement. Trop peu nombreux et trop mal armés, les cavaliers doivent se replier. Deux sections de tirailleurs envoyées en renfort arrivent trop tard pour intervenir. Le lendemain matin, deux compagnies de paras et des blindés américains attaquent la ville avec l'appui de l'aviation. Les Allemands décrochent et le 3e RCA peut entrer en vainqueur dans Gafsa.

SCENARIO
ASL/VV 11

UN PRINCE DANS L'ETAU

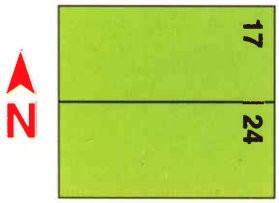
PLANINICA, YOUGOSLAVIE, le 9 octobre 1944

A la fin de l'été 1944, la situation des troupes allemandes basées en Grèce et en Yougoslavie s'aggrave. La défection de la Roumanie et de la Bulgarie ouvre une immense brèche dans laquelle s'engouffre l'Armée rouge. Les Allemands essaient de reconstituer un front sur la frontière bulgaro-yougoslave pour protéger le repli de leurs forces de Grèce. Or, peu d'unités expérimentées, motivées et correctement équipées sont disponibles. La plupart des forces de ce secteur, à l'image de la division SS Prinz Eugen, sont destinées à lutter contre les partisans et sont dotées de matériels de prise (blindés et canons italiens , chars français, mitrailleuses tchèques, etc.). La Prinz Eugen, composée de Volksdeutsche balkaniques, est ainsi retirée de la lutte contre les guérillas de Tito et prend position autour de l'important carrefour routier et ferroviaire de Nis. Cette unité, fleuron des forces allemandes de Yougoslavie, doit faire face avec quelques renforts à une armée bulgare, une armée soviétique et deux corps de partisans serbes ! Le 1er octobre 1944, l'offensive est déclenchée.

CONDITIONS DE VICTOIRE

Le joueur allié gagne s'il sort ≥ 20 VP (les partisans ne sont pas comptés dans le total) par le bord ouest au sud de 17GG4 tout en infligeant au moins autant de CVP qu'il en a subit.

PLACEMENT DES CARTES

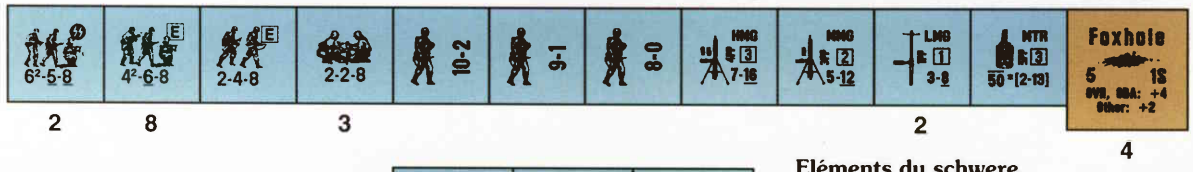


BALANCE

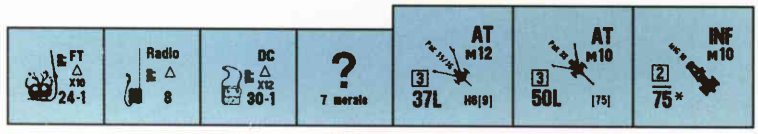
- ✚ Remplacer 20 par 30 dans les conditions de victoire.
- ★ Remplacer 20 par 15 dans les conditions de victoire.

✚ Les Allemands se placent en premier ★ Les Alliés se déplacent en premier	★ 1	★ ✚ 2	★ 3	4	5	6	7	8	9	10	FIN

Eléments du schwere schwadron, SS-Aufklärungs-Abteilung 7 et du II. Btl., SS-Gebirgsjäger Regiment 14 [ELR : 2] se placent entre les rangées 17M/24M et 17U/24U incluses mais dans les hexagones de coordonnée ≤ 6 sur la carte 17 (SAN : 4) :

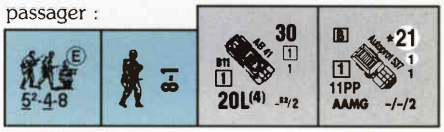


2 8 3 2 4



2 12

Eléments du schwere schwadron, SS-A.A. 7 entrent au tour 2 par 24Y1 *ou* 17GG6 *ou* 24GG6 avec l'infanterie passager :



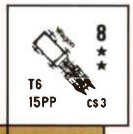
2 2

Eléments du XIVe corps de partisans serbes [ELR : 5] se placent dans le quadrilatère 24W3-CC3-17CC8-W8 inclus (SAN : 5) :

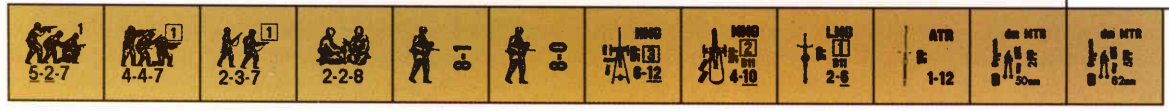
5

Entrent au tour 2 par le bord est :

3



Eléments de la 93e division de fusiliers [ELR : 4] entrent au tour 1 par le bord est :



3 10 2 2

Entrent au tour 2 entre 24F0 et 24L0 inclus :

3 3 2

Entrent au tour 3 entre 17V10 et 17L10 inclus :

4 4

Conception du scénario : Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont *Wet*, sans vent au début. Le Kindling est interdit.
2. Toutes les unités allemandes sont SS (A25.11). Le moral est souligné mais le moral broken est celui qui est indiqué sur le pion. Les 6²-5-8 sont Assault Engineers. Les Allemands n'ont pas de PF et utilisent les AFV italiens sant pénalité. La radio allemande donne accès à un OBA de mortiers de bataillon de 80 mm+ avec Scarce Ammo.
3. Le joueur russe à accès à un OBA de 80 mm+ dirigé par un observateur hors-carte secrètement placé au niveau 3 sur le bord est. Le premier accès à la batterie est automatique (retirer un jeton noir).
4. Deux squads partisans (et tout SMC/SW empilé avec dans la même Location) peuvent se placer HIP en Concealement Terrain. Seuls les partisans peuvent utiliser les Paths. Ils ne dépense que **1**$^{1/2}$ **MF** par hexagone de bois (ce coût réduit s'applique à toute unité qui effectue sa MPh/APh empilé avec eux). Ils utilisent les LMG (seulement) russes sans pénalité. Allied Troop s'applique.

EPILOGUE

Des combats aussi violents que confus éclatent. Si les SS font assez bonne figure contre les Bulgares et les partisans, il n'en va pas de même face aux vétérans de l'Armée rouge. En effet, les divisions du 64e corps de fusiliers encerclent les défenseurs de la ville de Zajecar, au nord de Nis, et repoussent vers l'ouest les unités de la Prinz Eugen qui essaient en vain de garder le contact avec la garnison. Appuyés par les partisans, les Soviétiques attaquent les SS et les prennent en tenailles au nord du village de Planinica. Grâce au sang-froid d'officiers comme le Sturmbannführer Neumann, les Allemands se replient en bon ordre même si plusieurs soldats en profitent pour déserter.... Neumann réussit à rejoindre le gros de la division et se voit décorer de la croix de chevalier pour sa conduite au feu. Mais les Russes percent, ouvrant ainsi la voie à leurs blindés. Nis est prise le 15 octobre par les Bulgares. L'Armée rouge peut poursuivre son avance sur Belgrade.

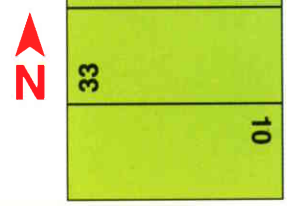
SCENARIO ASL/VV 12

LA GD SORT SES GRIFFES !

GRUN, URSS, le 15 août 1943

A l'aube du 3 août 1943, les Soviétiques lancent l'opération Roumantsyev. Son objectif, reprendre les villes de Kharkov et de Belgorod. Les unités allemandes, bien que décimées lors de l'opération Zitadelle, opposent une résistance acharnée. Malgré tout, les blindés de l'Armée rouge réussissent à percer, prennent Belgorod le 5 et foncent vers le sud-ouest, menaçant d'encerclement les défenseurs de Kharkov. Devant la gravité de la situation, la division Grossdeutschland est amenée en renfort. Le 8 août, elle engage les pointes du 4e corps blindé de la Garde à l'est d'Achtyrka. Deux jours de combats retardateurs s'ensuivent, les Allemands reculant pied à pied vers la petite ville. Le 10, les brigades du général Poluboyarov attaquent les troupes de la GD retranchées dans Achtyrka mais sont sèchement repoussées. Les jours suivants, les tentatives russes pour entamer les défenses allemandes ne remportent guère de succès. Quant aux Allemands, ils mènent des contre-attaques locales pour déstabiliser leurs adversaires. Le 14, un Kampfgruppe est formé sous les ordres du lieutenant-colonel von Natzmer, chef d'état-major de la GD. Il doit assaillir le flanc du 4e corps blindé de la Garde qui cherche à contourner la division par le sud. A l'aube du 15, les Panzer passent à l'attaque.

PLACEMENT DES CARTES



BALANCE

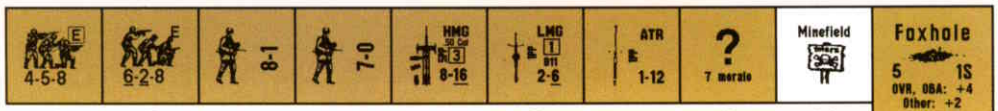
- Ajouter un SPW 251/9 à l'OB allemand.
- Échanger le 45LL contre un 57LL dans l'OB soviétique.

CONDITIONS DE VICTOIRE

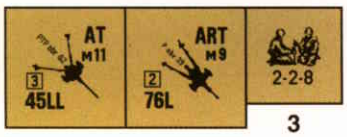
Le joueur allemand gagne s'il contrôle ≥ 10 bâtiments sur la carte 10 à l'ouest de la rangée O incluse, en infligeant plus de CVP qu'il n'en a subit. Les Tiger/Panther valent 5 CVP supplémentaires.

★ Les Russes se placent en premier	✠ 1 ★	✠ 2	3	4 ★	5	6	7	8	FIN
✠ Les Allemands se déplacent en premier									

★ **Eléments renforcés de la 14e brigade blindée de la Garde [ELR : 3]** se placent/entrent comme indiqué (SAN : 4)
Se placent sur les cartes 33 et 10 :

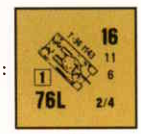


2 5 2 8 24 facteurs 3



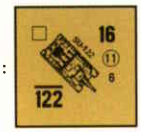
3

Entrent au tour 1 par le bord sud :



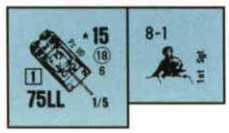
2

Entrent au tour 4 par le bord sud :



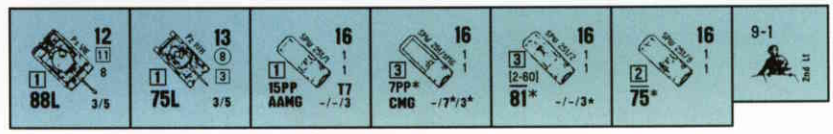
2

Eléments du I. Abteilung/Panzer-Regiment GrossDeutschland entrent au tour 1 par le bord nord (SAN : 2) (voir RSS 3) :



2

Eléments du III. Abt./PzrRgt "GD" et du I. (SPW) Batallion/Panzergrenadier-Regiment "GD" [ELR : 5] entrent au tour 2 par le bord nord :



2 4

2 4 3

Conception du scénario : Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont *Dry*, sans vent au début. Le Kindling est interdit.
2. Les deux camps sont considérés Elite (C8.2).
3. Les Panthers sont immobilisés sur un 12 et Stalled sur un 11 (cette RSS remplace la note F de la page H17).
4. Le 8-3-8 est Assault Engineer/Sapper.
5. Les équipages d'AFV ne peuvent abandonner volontairement leurs véhicules.
6. Un Squad russe (et tout SMC/SW empilé avec lui dans la même Location) peut se placer HIP sur la carte 33 (demi-hexagones partagés avec 10 inclus).
7. Le SPW 251/sMG contient un 2-4-8E inhérent.

EPILOGUE

Les Panther marchent en tête, suivis par les Tiger et l'infanterie en SPW, et engagent bientôt les défenseurs du village de Grun, protégés par des mines et des anti-chars. Des blindés adverses, dont des canons automoteurs SU-122, cherchent en vain à intervenir, mais les puissants chars lourds allemands prennent aisément le dessus. En début d'après-midi, les grenadiers terminent le nettoyage de la localité. Le Kampfgruppe poursuit son avance et, avec l'aide d'unités de la 10e division de Panzergrenadiers, repousse les unités du 4e corps vers leurs lignes de départ. A la fin de la journée, la situation est sous contrôle, mais pour combien de temps ?

SCENARIO ASL/VV 13

SUR LES CHEMINS DE ROME

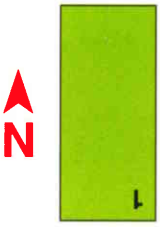
CONDITIONS DE VICTOIRE

Le joueur italien gagne s'il contrôle 2 des 3 bâtiments suivants : F3, F5 et K5, en infligeant plus ou autant de CVP qu'il n'en a subi.

ROME, ITALIE, le 9 septembre 1943

Dans la soirée du 8 septembre 1943, les forces allemandes proches de Rome reçoivent le nom de code « Axe », signal pour neutraliser l'ensemble des forces armées italiennes. En effet, les autorités italiennes ont entamé des contacts avec les chefs alliés et le temps presse. Mais, si la capitale est défendue par plusieurs divisions parmi les meilleures de l'Armée royale, elles manquent de carburant et de munitions et sont parfois imbriquées avec des unités adverses. Par conséquent, les Allemands mettent vite sur pied plusieurs Kampfgruppen et convergent vers la Ville éternelle. Les combats débutent dès l'aube du 9. Malgré une résistance acharnée, les parachutistes de la 2. Fallschirmjäger-Division progressent par la Via Ostiense dans les faubourgs de Rome. Néanmoins, les Italiens essaient desespérement de repousser les « tedeschi » à la mer !

PLACEMENT DES CARTES

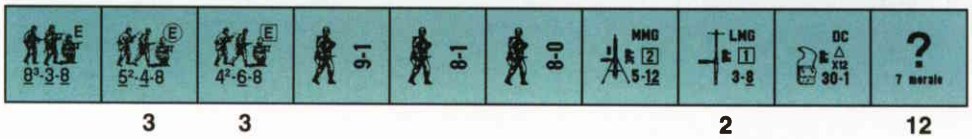


BALANCE

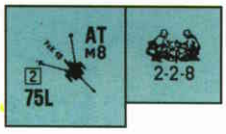
- Les Semovente ne souffrent pas d'Ammunition Shortage.
- Remplacer un Leader 8-1 italien par un 8-0.

	1	2	3	4	5	6	FIN
Les Allemands se placent en premier							
Les Italiens se déplacent en premier							

Eléments renforcés du Fallschirmjäger-Regiment 6 [ELR : 5]
se placent au sud de la rangée Q incluse {SAN : 3} :



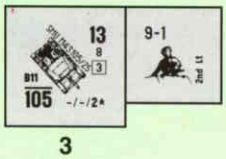
3 3 2 12



Panzerjäger du Fallschirmjäger Panzerjäger Battalion 2
entre au tour 3 par le bord sud :

Eléments du 1° Reggimento « Granatieri di Sardegna » [ELR : 3] et du 600° Gruppo Semoventi
se placent au nord de la rangée W incluse { SAN : 3}:

13 2



3

Conception du scénario : Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont *Moderate*, sans vent au début. Tous les bois sont des vergers (et donc Inherent Terrain) et tous les bâtiments sont en pierre, voir RSS 5. Le Kindling est interdit.
2. Le 8-3-8 allemand et un 4-4-7 italien (noter l'ID) sont Assault Engineer avec un Moral souligné. Les Allemands n'ont pas de PFk.
3. Les Italiens souffrent d'Ammunition Shortage. Utiliser un pion de StuG 105/25(i) (avec les caractéristiques du SMV da 105/25) pour le SMV manquant.
4. Civilian Interrogation (Friendly) est en vigueur pour le joueur italien.
5. Les bâtiments n'ont que le rez-de-chaussée, un TEM de + 2, une capacité d'empilement normale de 1 Squad. Tous les hexsides de bâtiments sont considérés comme des hexsides de Rowhouses (B23.71) sauf durant le RtPh. Les blindés ne peuvent ni se placer, ni entrer dans les bâtiments.
6. Les équipages d'AFV ne peuvent quitter volontairement leurs véhicules.

EPILOGUE

Les Semovente de la division blindée Ariete viennent prêter main forte aux grenadiers et contre-attaquent la pointe du Kampfgruppe von der Heydte. Mais les Allemands disposent de tubes antichars de 75 mm qui détruisent le premier blindé italien et forcent les autres à se replier. La réaction italienne est brisée. Les paras peuvent poursuivre leur avance vers le centre de Rome.

Errata scénario VV n° 12

Conditions de victoire : le joueur allemand gagne s'il marque plus de CVP que le joueur russe. Les bâtiments sur la carte 10 à l'ouest de O compris valent 1 VP chacun. Le joueur allemand doit contrôler un minimum de huit bâtiments.

ASL/VV 16

Victory Conditions

The German wins by exiting 10 CVP between A3 and C1 included. Standard rules 13 CVP. Armor rules 16 CVP.

Mala zemlya

Stanichka, USSR, February 4, 1943

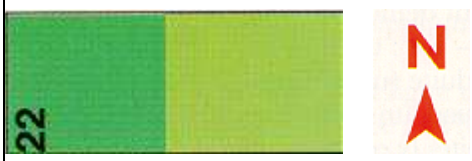
On February 4th a combined Soviet operation aiming to encircle German troops in Koban fails almost completely. Only a small party of marines succesfully lands in the very heart of Novorossik haven. Major Kunikov (Translator's note: not sure about the rank in english) soldiers set position in a school in Stanichka and prepare to face the expected German counterstrike. A detachment of Grenadier Regiment 186 is sent to reduce the bridgehead but the Soviets efficiently stop their progress. The Germans then encircle the school. The defenders fight very hard buying time for reinforcements to land. The Soviets under commissar Brejnev will hold the bridgehead, christened "Mala zemlya" (the small land), until the end.

Balance

★ Replace 9-1 with a 9-2

Replace a 4-4-7 with a 5-4-8

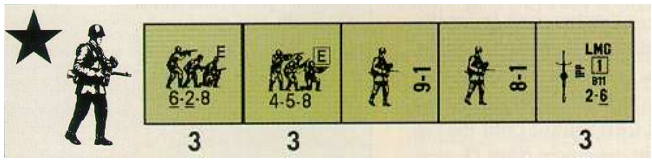
Board Configuration



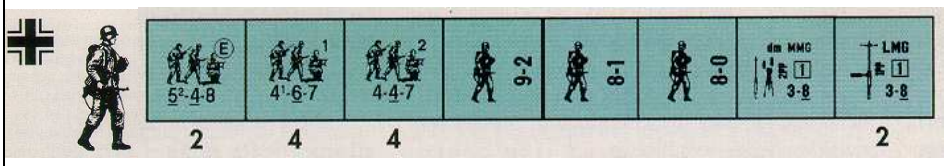
Only rows A-P are playable.

★ Russian sets up first German moves first

Elements of Kunikov group [ELR: 5] set up in the area B10-H7-H5-I5-I1 included {SAN: 3}



Elements of Grenadier Regiment 186 [ELR: 4] enter between I10-P10 included {SAN: 2}



Special rules: weather is Wet with no wind at start.

Scenario designed by Jean Devaux and Philippe Naud

Standard version: Russians: add a 6-2-8, a Hero (A15.2), a DC (A23), five "?" (A12.1-A12.11) and two Fortified Locations (B23.9). Russian MMC are commandos (H1.24) and all of them have Assault/Spray Fire (A7.36, A9.5). **Germans**: replace the 5-4-8 with two 8-3-8 Assault Engineers (H1.22) and add two DC's (A23) and one FT (A22).

Armored rules: standard version plus **Russians**: add a 45L AT (Russian gun note 7), a 2-2-8 and an ATR (C13.2). Russians set up between B10 and P2 included. **Germans**: add a Pz 38(t)E (German vehicle note 8).

ASL/VV 17

No step back!

Stalingrad, USSR, September 14, 1942

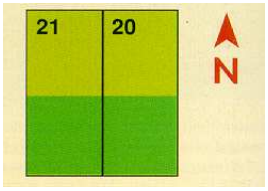
In the beginning of September 1942, after a summer filled with many victories and the conquest of vast territories, General Paulus's 6. Armee advances towards the industrial city of Stalingrad on the river Volga. The Red Army seems desperate and only a few weakened, disheartened units face the Germans. Yet on September 12 General Chuykov takes command of the 62nd Army defending the city. He breathes renewed energy to the defenders, strengthened by worker militias. Nevertheless the Germans attack on the 13th. Soldiers of the 194. Grenadier Regiment are confident and move forward around the train station towards the Volga. Assault resumes on the following day.

Balance

Add a MMG

Add an 8–1

Board Configuration

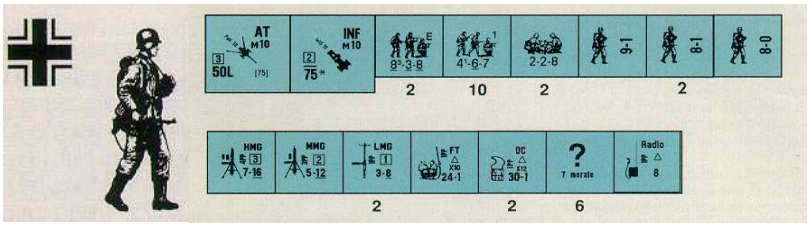


Only rows A–P are playable.

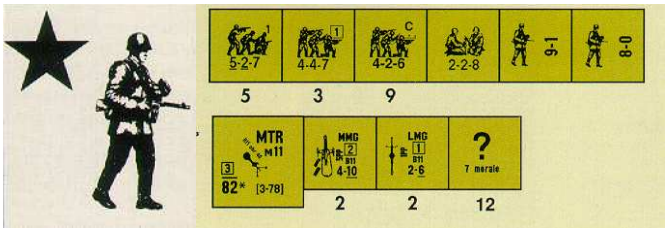
Victory Conditions

First player who controls three buildings in the following four: 21E5, 21I4, 20D8, 20H3 at the end of a game turn wins.

Strengthened elements of Grenadier Regiment 194 (ELR 4), set up "?" in concealment terrain on board 21, {SAN: 3}



Strengthened elements of 10th Fusilier Division [ELR: 3], set up "?" in concealment terrain on board 20, {SAN: 5}



Scenario designed by Jean Devaux and Philippe Naud

Special rules: 1. EC are moderate with no wind. Kindling NA
2. German radio grants access to a 80+ Mortar Battalion OBA. Russians have 120+ OBA directed by an offboard spotter setup secretly at level 4 on the eastern side. Initial russian Battery Access is automatic (remove a black counter).
3. 8–3–8/3–3–8 are Assault Engineers (H1.22) with underlined Morale.
4. Russians are fanatical (A10.8). 20D8 is a Factory (B23.74).
5. Each player controls all buildings in his setup area.
6. The Russian player has **two** Fortified Locations (B23.9)

Fortification options: Germans: add an 8–3–8 and a DC. 8–3–8/3–3–8 are also Sappers (A1.23); Russians: add 24 AP Mines factors (B 28) and 3 Fortified Locations (B23.9).
Armor options: Germans: Add 2 StuG IIG and an 8–1 Armor Leader entering on turn 1 on the western side with half MP already spent (FRU); Russians: add an ATR to the initial units and 3 T34M41 turn 1 on the eastern side with half MP already spent (FRD).

Aftermath
Advance proceeds further and the grenadiers reach the residential area and its large buildings. Chuykov needs time for reinforcements to arrive. When the units of 194. Regiment see the Volga a violent russian counterstroke is launched, supported by artillery. Blitzkrieg is over; the defender will from now on sell dearly every meter of terrain.

Victory Conditions The German player must control the Y6-Y7-Z5-Z6 crossing and adjacent stone buildings

Storm over Mariupol

Mariupol, USSR, October 8, 1941

In the beginning of October 1941, Operation Barbarossa seems about to defeat USSR. German troops are besieging Leningrad and coming close to Moscow. At the same time Axis forces are progressing along the Azov Sea towards Rostov. The plan is to prevent a good order retreat of the Red Army. On October 7 two Russian armies are encircled and annihilated near Melitopol. After contributing to this success SS mechanized brigade Adolf Hitler moves on to the East following its reconnaissance group under the command of a bold officer, Kurt Meyer. Progression is blazingly fast and on the morning of October 8 the advanced guard motorcyclists reach the suburbs of Mariupol, filled with retreating Russian columns. In spite of numerical inferiority Meyer decides to charge and take advantage of surprise. Around 10 o'clock the column following assault guns enters a vehicle-crowded square. StuG and machine guns open fire at point blank range.

Balance

Add a 4-6-8 and LMG to the initial OB

Exchange the 9-2 with a 9-1

Board Configuration

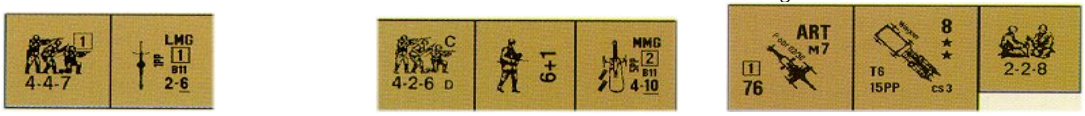
Russian sets up and moves first

Elements of 9th Army (ELR 2), set up and move as above {SAN: 3}

Set up on road hexes J2-K3-L4-L5 (SSR 2)

Set up east of O (included)

Set up on a road hex between M and O included with the gun towed



3 **3**

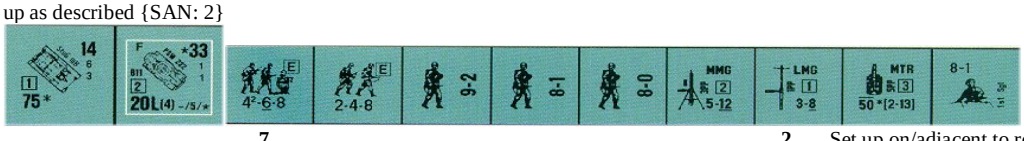
Enter on turn 1 through I1 with infantry as Passengers

Enter on turn 2 through I1, Q1 or Y1

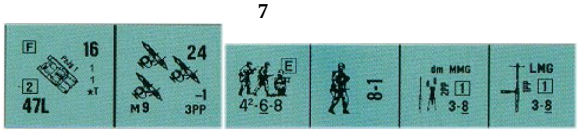
Enter on turn 3 through I1, Q1 or Y1

2 **3**

Elements of Leibstandarte-SS Adolf-Hitler Aufklärung-Abteilung und LSSAH Pnazerjäger Abteilung (ELR 5), set up as described {SAN: 2}



7 **2** Set up on/adjacent to road F4-J6



3 **3** Enter on turn 3 with riding infantry through A5-A6 (with full MP) or I10 (with ½ MP FRU)

Special rules:

1. EC are Moderate with no wind at the beginning of the scenario. Kindling is NA.

2. Place an Unarmored Wreck on road hexes J2-K3-L3-L4-L5. Throw a dr for each wreck after German setup and place a Blaze if the result is < 3.

3. All Germans are Elite (C.8.2). (Translator's note: I really can't see which rule is alluded to here...)

All 4-6-8/2-4-8 are SS (A25.11) with underlined Morale and a Broken Morale raised by +1.

One 4-6-8 is secretly designated as an Assault Engineer (H1.22).

4. Trucks/Wagons exit through the east edge (D5.311) after unloading (D6.5).

5. All reinforcement units enter through the same hex.

Aftermath

The attackers' deadly fire wreaks havoc and the SS take advantage of it to progress eastwards and cut the road to Rostov. Russian columns are disrupted and the reconnaissance group can take the city at the cost of light losses. The news of the fall of Mariupol reaches Meyer's unbelieving senior officers, but he already pushes his men towards

ASL/VV 19

Surgis de l'enfer!

VILLEBAUDON, FRANCE, 28 July 1944.

On July 29, 1944, operation Cobra opens a first breach in the German defenses in Normandy. A race speed race begins between the Americans, whose armored divisions attempt to make a breakthrough towards Coutances, and the Germans who desperately try to rebuild their front south of Saint−Lô. The latter throw all available troops into the battle, among which a Kampfgruppe from the 2. Panzer−Division. This experienced but diminished unit seeks contact with the German divisions encircled west of the breach. In this aim, the road crossings in the Tessy−sur−Vire area must be held. For the Americans, the goal is exactly the opposite: to take these points so as to keep the enemy reinforcements coming from the east from joining forces with their brothers. On the 28th at dawn, General Maurice Rose from the 2nd Armored Division "Hell on Wheels" launches a strong recon party towards Tessy and the Villebaudon crossing.

Balance

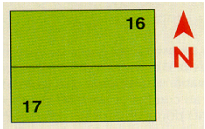
Replace the PSW 222(L) with a PSW 234/2

Replace two 6−6−6 with two 6−6−7

Victory Conditions

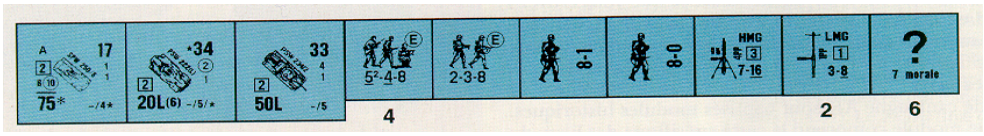
The US player must control more buildings within less than 6 hexes from 17R4 and amass more CVP than the German player (see SSR 2 and 4).

Board Configuration

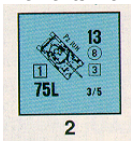


German sets up first US moves first	1	2	3	4	5	6	END

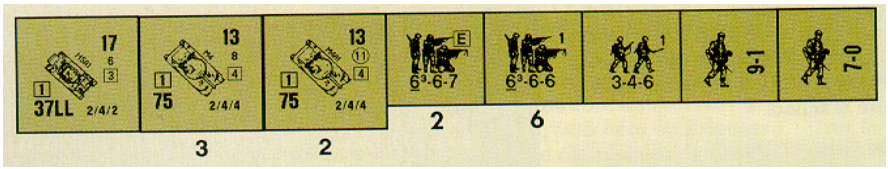
Elements from Panzeraufklärung−Abteilung 2 [ELR 4] set up within 6 hexes from 17R4 {SAN: 3}

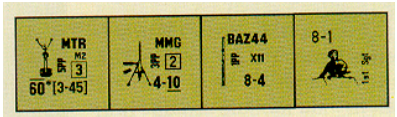


Elements from II. Abteilung, Panzer−Regiment 3 enter on turn 1 trough the **same** area: 17GG5−GG6, 17Y10 or 17I10



Elements of 22nd Infantry Regiment [ELR4] and 66th Armored Regiment enter on turn 1 between 16I10 and 16Y10 included {SAN: 2}





Scenario designed by Philippe Naud and Jean Devaux

Translator's note: unfortunately the scan made the vehicle ID's rather unreadable, so here they are:
Germans: 1 SPW 250/8, 1 PSW 222(L), 1 PSW 234/2; 2 Pz IVH.
US: 1 M5A1, 3 M4, 2M4A1.
Can anybody suggest a better way to present the orders of battle? Please be more specific than just "VASL". This looks like the way to go, but I don't think the vehicle icons are very explicit... or did I miss something?

Special rules
1. EC is Moderate with no wind at start. Bore sighting and Kindling is NA. All hedges are bocage (B9.5).
2. The German player initially controls all buildings within less than 6 hexes from 17R4.
3. One German squad (and any SMC/SW stacked with it) may set up HIP.
4. Multi−hex and stone buildings have double value for victory conditions purposes.
5. Vehicles on both sides enter with half of their MP remaining (FRU). AFV crews(LT/MT) may not leave their vehicles. Two US tanks are secretly recorded as equipped with a Culin device (B9.541).

Aftermath
In spite of a few German air attacks, quickly stopped by the Allied air forces, the infantry and armor detachments moved forward on roads littered with enemy vehicles wrecks. Around noon the Americans took the Villebaudon crossing after a short but fierce fight. They lost three tanks but put fifty enemy soldiers out of action and destroyed seven German tanks, one of them a Panzer IV. Rose then sent in a whole cavalry group and an infantry battalion to reinforce his men. The Germans hadn’t said their last word yet, but the road would soon be free for Patton’s Third Army.

Beginning ASL
Don't fear the monster anymore!

Since it came out, *Advanced Squad Leader* is the reference for tactical simulation. To allow you to get started with this outstanding game without problems, we offer you a series of articles presenting ASL's main mechanisms.

Jean DEVAUX and Philippe NAUD
Originally published in *Vae Victis* 21 (Jul.-Aug. 1998)
see http://www.histofig.com/vaevictis for more info
Translated by Alain Borel (Alain.Borel@icma.unil.ch)

Assiduous *Vae Victis* readers can not fail to notice the recurrent appearance of a page dedicated to *Advanced Squad Leader*, or ASL as it is known among fans, revision of most famous World War II game and Avalon Hill best seller *Squad Leader*.
When it came out in 1978 *Squad Leader* struck minds with the quality and originality of its rules, as well as its innovative graphics (maps and counters). With the progressive publication of new extensions the accumulation of new rules lead to great confusion, although success remained unfailing. And one fine day the sky caved in over the head of SL players with the publication of ASL! For all purposes it was a new game with its own new rules and counters (mapboards were retained): one had to make a choice and throw away all of *Squad Leader*... Some took years before they resolved to do that, but they have no regret!
The *ASL* rulebook is a thick binder describing in four chapters the basic rules for infantry (A), terrain (B), artillery (C) and vehicles (D). Special rules such as night, weather, paratrooper landings (E) come next, followed by desert rules (F), Pacific theater of operations (G) and campaign rules. If we add to this Solitaire ASL (SASL) and the huge source of data about vehicles and artillery - as well as scenario design - in chapter H, you get the perfect definition of a monster! Yet it isn't. Of course one has to read English (Translator's note: but you knew that, didn't you?). Of course one has to own several other modules before enjoying a scenario featuring the French army, but ASL isn't a game just for monomaniacs. In spite of appearance it is an easy to start and very pleasant game: mastering 10% of the rules is enough to play 90% of situations! So if you own *Squad Leader* and wish to take the step, if you're fascinated by that beautiful red box at your usual reseller, if tactical combat is your passion, or if you put away your rulebook and boxes in the darkest corner of your attic, this article is for you!

Basic material

People wishing to get started must own - or find an opponent owning - the rule binder (ASL Rule Book) and module 1 *Beyond Valor* containing the basic counters and german, finnish and soviet order of battle. Module 2 *Paratrooper*, designed by Avalon Hill as a training module, contains part of the american OB and simulates combats in Normandy. One finds in it rule chapter K, actually an initiation manual for the basic rules.

ASL makes a liberal use of acronyms and technical terms which first look puzzling but become very convenient when you get used to them. In this article we tried to confine ourselves to use only the strictly necessary terms that appear most often in the rules... and in a game.

Presentation of a scenario

Vae Victis reader, your first contact with ASL is a scenario page; let's begin by dissecating it as it is the door to the magical world of ASL... :

-A picture, for good looks. In principle it is relevant to the action described.

-A historical presentation text. In game terms only the date matters: for example the year allows you to know whether Soviets have political commissars, whether Germans have Panzerfaust, whether infantry can use tanks as transportation and so on. Furthermore the month indicates the state of wheat fields and orchards.

-Map(s) used to play the scenario. This is ASL's first richness: with 43 published geomorphic maps to day, you can represent thousands of different terrains.

-Balance modifies more or less slightly the starting OB or gives one the sides advantages to change the balance of the scenario.

-Victory conditions define the task to fulfill. Their diversity is part of ASL's richness.

-Who sets up and plays first, and the length of the scenario. Our scenario lasts 5.5 turns: thus there is no 6th soviet turn. This information is essential lead your attack at the right pace.

-Orders of battle. They define the forces facing one another as well as their placement. OB also defines the sniper activation conditions (SAN) and experience level (ELR) of the troops.

-Scenario special rules. In case of conflict they take precedence over the indications of the rulebook.

-Historical combat conclusion: this text can sometimes give you tactical hints.

Units

Let's face an obvious fact: the basic unit in SL/ASL is the **squad** (Translator's note: discussion on the correspondence between French *groupe de combat*, British *section* and US *squad* skipped for fear of inaccuracy; believe me, it's even different in the Swiss army).

All squads in the game share common characteristics, several of which are summarized on the counter:

-Deployment: most countries can deploy a squad into two half-squads (two figures on the counter).

-Stacking: a map hexagon can contain three squads. This limit is mandatory in the initial placement but can be overruled during the game with some penalties.

-Movement: all squads have four movement factors (MF). This capacity can be raised by 2 MF if a Leader is present, 1 MF if the whole movement takes place on a road, 2 MF if the unit declares Double Time at the beginning of its Movement Phase. It is lowered by 1 MF per excess portage point. Furthermore each unit can move by one hexagon during the Advance Phase irrespective of terrain. In the Rout Phase, a broken unit has 6 MF.

-Portage capacity: each squad can carry three portage points without penalty. The weight of support weapons is written on the counters that represent them.

-Color: with a few exceptions color represent nationality. This is not neutral in game terms but has specific characteristics: for example Russians can not deploy, Finns can rally without a Leader and so on. All these easy remembered little details add a lot to the taste of the game. Before starting playing

it can be useful to check the corresponding paragraphs in chapter A25.

-Fire power: it corresponds to the squad's inherent weapons and is described by the first number on the counter. This power is tripled if the squad fires into its own hexagon, doubled if it fires into an adjacent hexagon, divided by two if it fires beyond its normal range and zero beyond twice the normal range.

-Range: second number written on the counter, it goes from two hexagons for squads equipped with submachine guns to eight hexagons for german and US squads.

-Morale: third number on the counter. Morale represents the ability of a unit to sustain enemy fire, its boldness, and so on.

Besides this rather classical main data an ASL counter displays several accessory features as symbols or values:

-Class: Elite, 1st Line, 2nd Line and so on. Each class has its own limits: only an elite unit can use a demolition charge or flame-thrower without penalty; a conscript's movement capacity is limited to 3 MF, its support weapons jam more easily and so on. It also rates how quickly a unit will break.

-Smoke ability: written as a an exponent over the fire power, this number indicates the ability to throw smoke grenades.

-Assault Fire: an underlined fire power number means the squad has submachine guns or semi-automatic rifles, which lowers the penalty on firing after movement.

-Spraying Fire: if the firing range value is underlined the squad has a machine gun which is already included in its fire power but enables it to fire into two adjacent hexagons with half-power.

-Superior training: if the Morale value of a squad is underlined its Experience Level Rating (ELR) is 5 and isn't lowered after a morale check higher than its ELR.

-Identity: counter identification letter.

On the back a counter displays its broken face with the morale value needed to rally it. This value is not always the same as a unit's normal morale: some units get a positive or negative modifier. For example 1940 French or non-elite Italians have their morale lowered by one when they are broken, whereas for Waffen-SS squads it is raised by one!

Half-squads (HS)

As their name suggests they represent one half squad. A half-squad can never use Smoke or Assault Fire, and it is more difficult to rally. However it can be interesting to deploy half-squads to perform reconnaissance or infiltration tasks, or to carry equipment since a HS has the same portage capacity as a squad.

Leaders

Leaders (one figure on the counter) represent officers and non-commissioned officers. In ASL the number of leaders does not depend on tactical organization but on an estimation of command quality for a country: for example Germans have the largest number of leaders and Soviets the smallest.

Leaders have a morale value and a command value ranging from +1 (very poor) to -3 (excellent). This modifier is applied to die rolls such as fire and rally. Furthermore their presence enhances the movement capacity of a squad (+2 MF). Last but not least they are mandatory for some tasks such as deploying, rallying and so on. In general one always feels a shortage on leaders and their proper use is the mark of the good player!

Support weapons

ASL contains counters for almost every weapon used during the conflict: various machine guns, demolition charges, bazooka, antitank rifles and many others. Only machine guns are used in the

scenario included at the end of this article.

Machine guns (MG) enhance the fire power of a squad, which can use one without reducing its own fire power or two if it cancels its own fire power.

Besides its identity a MG counter displays its fire power (underlined as it can use Spraying Fire), range and rate of fire. In the resolution of firing, if the coloured die is lower than or equal to this number then the weapon may be fired again (that's why ASL players always use one white and one coloured die...). On another hand, most machine guns jam when the unmodified result is 12 but lower quality MG can jam on a result higher than or equal to 10 or 11, which will be written on the counter (B10 or B11). Last value displayed on the counter is the weight of the weapon in portage points.

Terrain

Rulebook chapter B is about terrain. Let's briefly review the terrain types appearing in our scenario "Mala zemlya" (numbers in parentheses refer to rule sections).

-Open ground (B1.1): no protection (TEM 0). Cost of entrance: 1 MF.

-Road (B3): no protection (TEM 0). Cost of entrance: 1 MF.

-Brush (B12): no protection but if the line of sight runs through a Brush hexagon a +1 Hindrance is applied. Cost of entrance: 2 MF. (Translator's note: the original text refers to chapter B8, but I couldn't see the connection with sewers and tunnels; can you? ;-)

-Hedge (B9): +1 protection if the line of sight runs through the hedge. Cost of entrance: 1 MF.

-Wood (B13): +1 protection. Blocks the line of sight. Cost of entrance: 2 MF.

-Wooden building (B23): +2 protection. Blocks the line of sight. Cost of entrance: 2 MF.

-Stone building (B23): +3 protection. Blocks the line of sight. Cost of entrance: 2 MF.

For "Malenkaya zemlya" we considered that buildings had no upper levels.

Combat mechanisms

Squad Leader is mainly a game of movement, however one often has to neutralize or eliminate the enemy! To achieve this goal players have three available tools: fire, routing prevention and close combat.

Line of sight (LOS) and Concealment

First the obvious: you can only shoot what you can see. Moving out of the enemy LOS allows you not to be shot and to keep your Concealment, which is important since fire attacks on a concealed unit are performed at half power.

Fire attacks and their resolution

During one turn, the active player is called the Attacker, whereas the passive player is the Defender (without consideration of which side is actually attacking or defending). At each turn, the players may fire in the following phases:

1. The Attacker may fire in the Prep Fire Phase.
2. The Defender fires in the enemy Movement phase, and then in the Defensive Fire Phase.
3. Lastly the Attacker fires in the Advancing Fire Phase

Each fire attack is resolved as follows. After determining the fire power (FP) used and dice roll modifier (DRM) the player rolls two dice; the FP column of the Infantry Fire Table (IFT) then gives the outcome:

-KIA# (Killed in action): number of eliminated units (by random selection); the other units are broken.

-K#: one randomly selected unit is reduced (a squad is replaced by a half-squad, a half-squad is eliminated) and the remaining units (including the newly created half-squad) make a Morale Check (MC).

-#MC: the units make a MC with two dice and the indicated modifier. If the result is lower than the unit's morale nothing happens; if it is equal the unit is Pinned; if it is higher the unit is Broken; if it is higher than the morale plus ELR the unit is replaced with a broken unit of lesser class.

-PTC: same as MC but the unit can only become Pinned and not Broken.

An already broken unit is reduced if it fails a MC again.

Routing and its prevention

So you need three successful fire attacks to eliminate a squad: break it, break it again (half-squad) and one last time. A broken counter comes back into the game as soon as it has been rallied but one of the principles of ASL is that the player loses most of his control over broken units, which start routing to flee from enemy units and seek shelter. A broken unit unable to rout because of the presence of enemy units is simply eliminated... So the most efficient way of eliminating the opponent is to prevent the routing of broken units through infiltration movement.

Close Combat

The Advance Phase allows a unit to enter a hexagon already occupied by an opponent. Then Close Combat happens, resolved as follows. After determining if Ambush is applicable the ratio of fire powers is calculated (2 to 1, 1 to 3 or whatever) and each player rolls two dice. An enemy unit is eliminated if the dice produce a result lower than the value given in the Close Combat Table (CCT). The resolution of Close Combat is simultaneous, except with ambush. If units of each side remain after combat they are locked in Melee and cannot act until the next Close Combat Phase.

Sequence of play

Before the scenario

The defending player, then the attacking player perform their placement out of the opponent's sight. If nationality allows each player may deploy up to 10% of his units without morale check.

Those units positionned out of the LOS of enemy units are hidden under a "?" counter. In "Malenkaya zemlya", since the Germans start off-board, all Soviet units are in benefit of a "?". The same applies to German units.

Sequence of a turn

Each turn of game is divided into two player turns, each being divided into phases. A very detailed and useful Advance Sequence of Play is included in module 10 *Croix de Guerre*, and in a more readable form in *ASL Annual 93A*. Actions must be performed in the stated order. When followed by an A, the action may only be performed by the Attacker; when followed by a D, it may only be performed by the Defender; a B means both players may perform the action.

We only present here the actions necessary to play our initiation scenario, even if a few general rules have been added. Rules that are not used in the base version of the scenario are presented in the special rules.

1. Rally Phase

1.11A - Off-board placement of the units that must enter during the player's turn (A2.51, A2.52).

1.13B - Recombining (A1.32).

1.14B - Recovering support weapons in the same Location (A4.44).
1.21A - Attempts to deploy (A1.31)
1.22B - Repairs (A9.72, A13.33) then transfers (A4.431, A13.33).
1.23B - **Rallying** (A10.6).
1.31B - Removal of DM markers (A10.62)

2. Preparation Fire Phase

2.22A - Have designed Good Order units/support weapons fire.
- Bounding Fire markers placement (A7.25).
- Destroy/malfunction/dismantling/reassembling of support weapons (A9.73, A9.8)

3. Movement Phase

The following sequence applies individually to each unit or stack of units. The order in which the units/stacks move is left to the player's choice.

3.22A - Any Good Order, non-Pinned, non-TI unit which does not carry any Prep Fire or Bounding Fire marker prepares to move: it can drop its support weapons (A4.43), declare Double Time (A4.5), Assault Movement (A4.61) or Dash (A4.63).

Movement of the unit

3.22A - At any time of its movement the unite can declare Double Time to get 1 supplementary MF, recover (A4.44) or drop (A4.43) a support weapon.

3.35D - In phase 3.32, residual fire attacks (A8.22, A9.22) against moving units/stacks are resolved. 3.36D - In phase 3.32, the Defender may perform his defensive fire attacks: First Fire (A8.1), Subsequent First Fire (A8.3), Final Protective Fire (A8.31), Snap Shots (A8.15) and Fire Lanes (A9.22) against moving units. If necessary residual fire (A8.2, 9.22), First Fire or Final Fire are set.

3.53B - Removal of Residual FP counters.

4. Defensive Fire Phase

4.11D - Placement of Final Fire markers.

4.21D - Units which do not carry a First Fire marker (except against units in an adjacent or in the same hexagon) or a Final Fire marker may fire.

4.32D -Removal of First and Final Fire markers.

5. Advancing Fire Phase

5.22A - Units which carry a Bounding Fire marker may fire with full power (A7.25).
- Units which have moved may fire with half-power (taking Assault Fire in account).

5.33A - Removal of Prep and Bounding Fire markers.

6. Rout Phase

This sequence applies first to the Attacker, then to the Defender.

6.11B - Units wishing to do so may break voluntarily (A10.41).
- Placement of DM markers on non DM units having to rout (A10.62).

6.21B - All routs are conducted.
- Leaders may accompany routing units (A10.711).
- Elimination of units unable to rout (A10.5).
- Resolution of Interdictions (A10.53).

7. Advance Phase

7.11A - Transfer of support weapons.

7.21A - Good Order, non-Pinned, non-TI infantry may **advance** (A4.7).

- It becomes CX if advancing through difficult terrain (A4.72).

8. Close Combat (CC) Phase

This phase applies to each Location where enemy units are present in the same hexagon.

8.11B - Placement of the hidden units on the map, under a "?", then revelation of their fire power after removal of dummy units (A11.19).

8.12B - Resolution of ambushes if the advance into CC is performed through woods, a building (A11.4) or by (or against) a unit/stack hidden under a "?" marker.

8.14B - Check whether Close Combat is sequential (A11.3) in case of ambush.

8.15B - Possible withdrawal from Close Combat (A4.43). (Translator's note: I do not see what A4.43 has to do with it; A11.41 seems more relevant to me...)

8.16B - Declare whether a SMC will act alone or in association with another unit (A11.14).

8.21B - Declare sequential attacks (A11.3-A11.34) or all simultaneous attacks (A11.12) starting with the Attacker. Revelation of all units performing/directing an attack (A11.19).

8.24B - **Resolution of close combat attacks.**

8.43B - Removal of TI and Pin markers.

8.44A - Placement of a "?" marker on non-hidden Good Order units/stacks satisfying the necessary requirements (A12.12-A12.122).

After these slightly technical explanations it's time for you to cut your teeth on the scenario included at the end of this article. The action is historical even if variants portray material whose presence is not certain. We suggest you play at least once the starting situation with the indicated OB and using only minimal rules so as to master the basics of the system.

In the simplest version the following rules are to be ignored:

-Rally Phase: Recombine and Deploy.

-Prep Fire Phase: Mopping Up (A12.153), Kindling Attempt (B25.11), Entrench (B27.11).

-Movement Phase: Bypass (A4.3), Assault Movement (A4.61), Dash (A4.63), Infantry OVR (A4.15), Climbing (B11.41), Smoke Grenades (A24.1), Snap Shot (A8.15), Search.

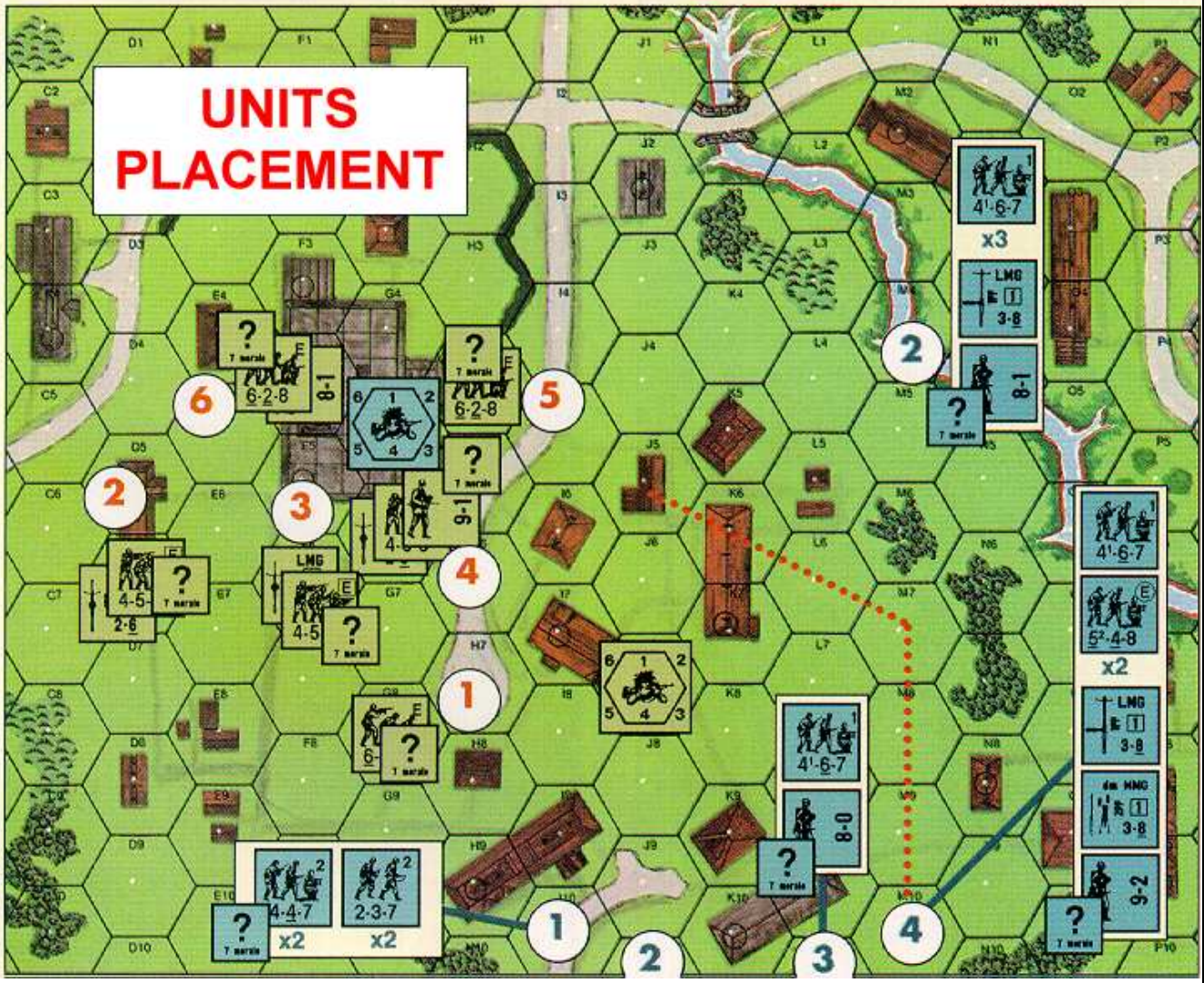
-Defensive Fire: nothing.

-Advancing Fire Phase: Assault Fire (A7.36).

The rest of the turn is not modified except for the following: Cowering (A7.9), Spray Fire (A9.5), Heat of Battle (A15), Prisoners (A20), Building Levels (B23.421) and ELR (A19.1) are not used.

We suggest you introduce one or more of these rules in other games until you enjoy the "standard" version. Notice that movement rules (Assault, Bypass, Dash) favour the attacker.

Following the steps given here and after a quick reading of the basic rules of infantry you're ready to play your first ASL game. Ain't it simple? In the following articles we'll study in this order artillery, armored vehicles and "miscellaneous". Now the Iron Cross and or the Red Star Order are at hand. *A l'assaut!*



Initial placement

This example presents the optimal initial placement for our initiation scenario.

Soviet placement

All Germans start off-board, so all Soviets start concealed, under a "?" marker.

- G8: 6-2-8. An *avtomatchiki* (soldiers carrying submachine guns) squad placed in the first line of defense; this is a dangerous position as the unit has almost no routing possibility...

- D6: 4-5-8 + LMG. The principal mission of this unit is to avoid outflanking from the west side.

- F6: 4-5-8 + LMG. To cover row F and G7-K9.

- F4: 6-2-8 + 8-1. An elite squad as reserve.

German plan

Facing such a placement, Germans have three options:

- outflank from the west (about 16 MF);

- outflank from the east (about 19 MF);

- attack through building K4 (about 20 MF).

In all three cases three turns are required to exit or two to neutralize the Soviets. Attacking from building to building is not likely to succeed against a concealed enemy. Outflanking from the west implies a lot of open ground. The Germans choose outflanking from the east.

The initial plan will be to set a fire group in I9 to pressure G5-G6 and a fire group in J5 to pressure H6-G5. This corresponds to the following entry movement:

- I10: 2x 2-3-7 + 2x 4-4-7

- J10: 3x 4-6-7 + LMG + 8-1

- L10: 4-6-7 + 8-0

- M10: group 4.

 # German advance

All German units enter concealed. Placement of fire group I9 poses no problem: the stack will march to J10-I10 then perform assault to I9 to keep its concealement. Placement of fire group J5 will be more troublesome because M9 is under fire. Some preparation movement will be necessary:

- Rally phase: attempt to deploy the 4-4-7 set in front of M9 (DR 9 or less).

- Movement phase: with double time 2-3-7 goes through I10, H9, G9, G8 where it will probably be beaten back after uncovering the 6-2-8. Chances of this unit surviving are low, but its mission is acomplished: we found out that G8 is out of range, and if D6 or F6 have fired they won't be able to cover M9 in Subsequent Fire since this hexagon is out of normal range.

- 4-4-7: I10, I9, H8 with double time to neutralize G8 and possibly draw fire from G6;

- 2-3-7 with double time: I10, H10, G10, F9.

We proceed with reconnaissance.

- 4-4-7 with double time: I10, I9, I8, I7.

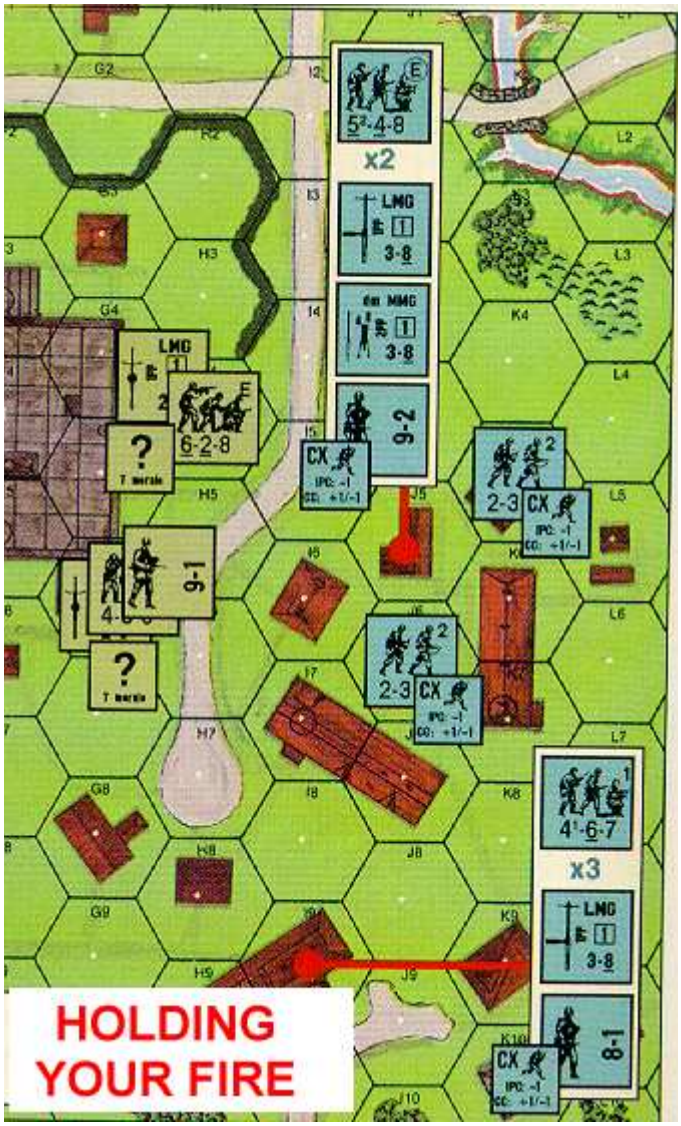
After these first moves Germans will probably have lost two or three units but the Soviet defense is now exposed. Lastly:

- group 2: J10, I10

- group 3: L10, L9, K9

The second group should now be able to come through without problems.

- group 4 with double time: M10, M9, M8, M7, L6, K6.

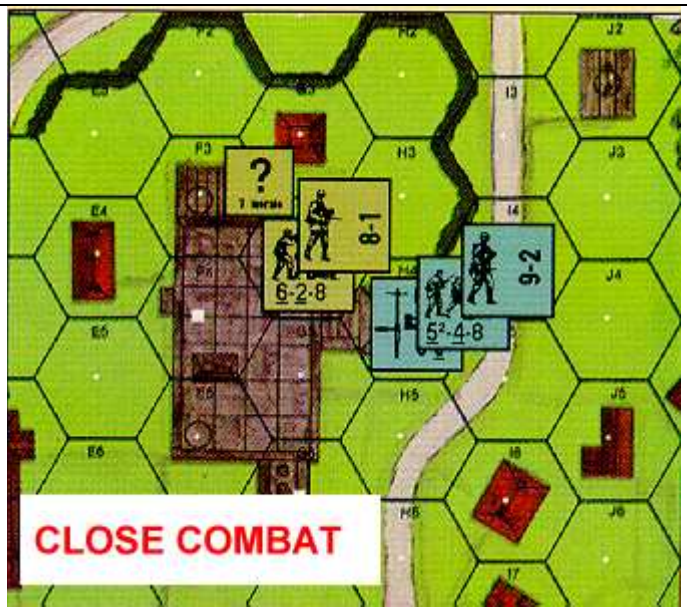


Knowing when to hold your fire

When facing a line of defense with concealed elements one of the problems of the attacker is to know whether a support squad (heavy weapons) should fire in Prep Fire Phase to clear the terrain but with half-power or keep its full power fire for the Advancing Fire Phase (Bounding Fire) against targets that might get revealed in the Movement Phase..

In our example, if stack J6 fires upon H4 in Prep it will use a fire power of 9 with a final +2 DRM (+3 building, +1 CX, -2 Leader) with little chance to succeed. If it fires in Advancing Fire after the Soviet units were revealed the fire power will be 16 and the DRM +1 since the unit will no longer be CX with a much better chance of success... In a similar way the fire power of stack I9 rises from 6 to 12.

Again it seems interesting to sacrifice half-squads J6 and K5 to reveal the soviets and fire only in Bounding Fire. However, and this is one of ASL's most fun parts, the Soviets may not yield to the temptation of these half-squads in their line of sight and hold their fire for the Defensive Fire Phase, targetting these so threatening fire groups... A serious risk the German player should consider as he could sustain a fire attack of 8 with +2 modifier (H4 upon J5) and another one of 8 with +1 modifier (G6 upon I9) which might break his MG's before he's been able to use them!



Resolution of a Close Combat situation

A German unit ventured into building F4 and the Soviet player decides to send in his reserve. After an assault movement allowing it to keep its concealement and an ineffective fire attack (8 with +1) the elite group starts close combat fighting:

- ambush: -3 Russian drm (-2 concealement, -1 Leader), -2 German drm (Leader).

If the Soviets ambush the Germans they kill them with a dice roll of 6 or less (with -1 for ambush and -1 for the Leader). If the Germans aren't dead and fight back with a 1 to 2 ratio they can only kill the Soviets with a 4 (+1 for ambush and -2 for the leader). The German player must therefore think twice before he fires in Defensive Fire Phase and loses his "?" marker...

ASL/VV 16

Victory Conditions

The German wins by exiting 10 CVP between A3 and C1 included. Standard rules 13 CVP. Armor rules 16 CVP.

Mala zemlya

Stanichka, USSR, February 4, 1943

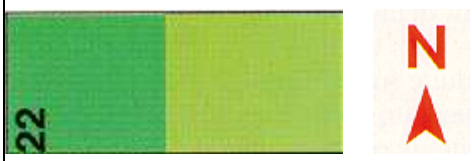
On February 4th a combined Soviet operation aiming to encircle German troops in Koban fails almost completely. Only a small party of marines succesfully lands in the very heart of Novorossik haven. Major Kunikov (Translator's note: not sure about the rank in english) soldiers set position in a school in Stanichka and prepare to face the expected German counterstrike. A detachment of Grenadier Regiment 186 is sent to reduce the bridgehead but the Soviets efficiently stop their progress. The Germans then encircle the school. The defenders fight very hard buying time for reinforcements to land. The Soviets under commissar Brejnev will hold the bridgehead, christened "Mala zemlya" (the small land), until the end.

Balance

★ Replace 9-1 with a 9-2

Replace a 4-4-7 with a 5-4-8

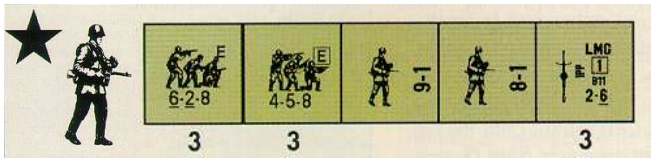
Board Configuration



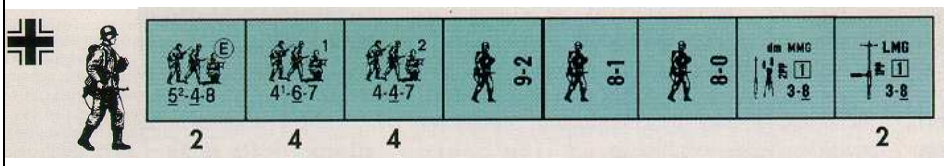
Only rows A-P are playable.

★ Russian sets up first German moves first

Elements of Kunikov group [ELR: 5] set up in the area B10-H7-H5-I5-I1 included {SAN: 3}



Elements of Grenadier Regiment 186 [ELR: 4] enter between I10-P10 included {SAN: 2}



Special rules: weather is Wet with no wind at start.

Scenario designed by Jean Devaux and Philippe Naud

Standard version: Russians: add a 6-2-8, a Hero (A15.2), a DC (A23), five "?" (A12.1-A12.11) and two Fortified Locations (B23.9). Russian MMC are commandos (H1.24) and all of them have Assault/Spray Fire (A7.36, A9.5). **Germans**: replace the 5-4-8 with two 8-3-8 Assault Engineers (H1.22) and add two DC's (A23) and one FT (A22).

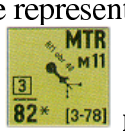
Armored rules: standard version plus **Russians**: add a 45L AT (Russian gun note 7), a 2-2-8 and an ATR (C13.2). Russians set up between B10 and P2 included. **Germans**: add a Pz 38(t)E (German vehicle note 8).

Beginning ASL
II – Off–board artillery and guns

After we have presented you the basic mechanisms of ASL and infantry units we study in this second article the use of artillery, both on and off–board.

Jean DEVAUX and Philippe NAUD
Originally published in *Vae Victis* 22 (Sept.–Oct. 1998)
see http://www.histofig.com/vaevictis for more info
Translated by Alain Borel (Alain.Borel@icma.unil.ch)

ASL is before all a simulation of infantry combat, but infantry is seldom alone on the battle field. The support a foot soldier most often gets comes from artillery cannons (C2 – Ordnance), divided into two categories: on–board cannons and those using indirect fire, with different mechanisms. On–board guns are represented by counters and form six different groups:

- 

mortars (MTR): they are infantry's privileged support. While light mortars (40–60 mm) are considered support weapons on the same ground as machine guns, average and heavy barrels (76–120 mm) are real artillery cannons. Being indirect fire weapons, and as such able to fire at short range without direct line of sight, mortars are the subject of specific rules of use.
-

anti–tank guns (AT): their caliber ranges from 25 mm (1940 French SA–L mle 34) to 128 mm (1944–45 German 12.8 cm K81/1).
-

infantry howitzers (INF): these are mainly German (75 and 150 mm), Japanese (70 and 75 mm) and Soviet guns (76 mm).
-

artillery (ART): in this category you can find field weapons (like the famous French 75 mle 1897), mountain weapons (US 75 mm M1A1 pack howitzer) as well as heavy guns (Soviet 152 mm type 38 howitzer). However guns larger than 150 mm are rather an exception.
-

recoilless rifles (RCL): a technological innovation that appeared during the conflict, recoilless rifles are generally used by German or US paratroopers.
-

anti–aircraft (AA): irrespective of caliber AA encompass the French twin barrel 13.2 mm Hotchkiss machine guns as well as the famous German "88" depicted here.

Notice that unlike in *Squad Leader* multibarrel rocket launchers like Nebelwerfers and Katiouchas are not represented by counters.
All these names mostly reflect the official terminology and the general use of these weapons but nothing prevents you from firing an anti–tank gun at infantry troopers or an anti–aircraft at armored vehicles. Likewise, using a 203 mm for direct fire is possible but should be avoided if you want to keep the friendship of your opponents...

Presentation of a gun

Every gun counter (5/8'' counters) has general and specific characteristics. Every gun has an ID, which is symbolized by a letter and a name (here PaK 38, that is antitank gun model 38). Caliber (50) and barrel characteristics (L, long barreled gun) are displayed on the lower left of the counter. Just above this we find the rate of fire (ROF), here 3. On the higher right we see the type (here AT) and Manhandling Number, or portage value; the latter number is the maximum DR to roll if you want to move the gun. A white dot indicates it is a small target. A special thing about the PaK 38 is that has a maximum range as displayed on the lower right: here it is 75 hex i.e. 3000 m, a distance you will rarely see in ASL anyway even for desert scenarios. More importantly mortars have a minimal range (most often 2 or 3 hex). The lack of jam value (B#) indicates this gun only gets jammed on a DR of 12 except in a few situations like intensive fire...

On the back of the counter we can see on the higher left the number allowing the reparation of a jammed gun, actually always 1. On the opposite corner we find the number one *must* not roll because it makes the gun unusable; it is always 6. The letters QSU on the lower left mean is a Quick Set–Up gun.
Lastly the PaK 38 has special ammunition as described by the letter A; these are APCR rounds made of tungsten carbide, whose efficiency against tanks is formidable. However they are rare and the amount is limited (you have to roll a 6 or less in 1942 as shown by the 6^2).
Guns have other peculiarities. Some can fire explosive rounds (underlined caliber) or antitank rounds (overlined caliber, like the German 75 IG 18 and mortars). Lastly anti–aircraft guns are often extremely efficient against ground targets for two reasons: first their mount allows 360° fire as depicted by the large round circle. Then there is IFE (Infantry Firepower Equivalent, C2.29), which simulates the devastating effect of many small explosive rounds shot by light guns (12.7 to 40 mm).

A very important point is that a gun must be operated by a Crew counter. These units are of two types: either gunners (2–2–7 or 2–2–8 Infantry Crew depending on the nationality) or vehicular crews (1–2–6 or 1–2–7 Vehicular Crew). A half–squad can use a gun (or a vehicle) but with penalties.

Gun Setup

The interest of guns in ASL lies before all in their placement. Indeed, unlike in *Squad Leader* where hidden placement of guns was only allowed through SSR, all Guns – or almost all of them – are set up hidden (A12.34). The condition is that they have to be Emplaced (C11.2–3), that is not moved or arrived during a scenario and not located on a road.
Guns can be emplaced almost anywhere with just a few exceptions. Thus mortars cannot fire from buildings (or the crew will suffer from disturbing pyrotechnical effects) and several kinds of guns can

not be emplaced in houses (B23.423). In the same way they are forbidden to access upper levels unless special fortification is present. With this concealment rule one understands better the care taken by Allied tank commanders when their Shermans were approaching a position that could hide a 75 mm PaK 40 or even the dreaded "Acht–acht" (88 mm, which however can't usually be emplaced in a house because of its size). Thus as a general rule a gun has the advantage of the first fire.
Furthermore a gun can be concealed on open ground if not seen by the enemy but it is immediately revealed and covered with a "?" counter if an enemy unit sees it; even better, a set–up gun (being actually but a small target) does not automatically lose its concealment if it fires. It is not revealed if no enemy unit sees it (mortars using indirect fire). Finally it remains hidden under a "?" after firing except if the color die is equal or higher than 5 (6 if distance is longer than 16 hex, see A12.34). The only exceptions are AA guns firing in IFE and recoilless (RCL) guns as their very noticeable fire does not leave much doubt about their position...
In a game the defender must then choose carefully the placement of a gun as its efficiency depends before all on the threat it represents. Revealed too early a gun is often easily bypassed or destroyed, especially since moving it during game is hazardous in all meanings of the word.
Indeed a gun can be pushed during the movement phase if it hasn't fired (C10.3). One has to roll a DR lower than or equal to the Manhandling number (10 for a PaK 88 for example). Such a movement costs twice as many MF as normal, is considered Hazardous (A4.62) and is very fastidious if the gun must first be Limbered. Furthermore the crew are not protected by the gun's shield. Needless to say your opponent will jump on the opportunity to shoot your helpless gunners.
To end this matter let's just add that heavier guns (150 mm and more) are generally impossible to move in the normal course of a game. These counters bear a NM (No Movement) or RFNM (Restricted Fire, No Movement) mention; these are guns of more than 10 tons that are moved in several pieces. Finally RFNM counters suffer special penalties as they have no sighting tubes that would allow direct fire.

Fire!

The main difference between artillery and infantry fire lies in the need for a gun to hit the target before considering the effects of fire (except if it can use the IFE).
First the target must be in the Covered Arc (CA) of the gun. This is actually the hex the gun is aimed at. Changing CA implies heavy penalties on fire (C3.2) except for cannons with a rotating mount (AA tubes an a few isolated examples like the English 25 pounder). The number needed to hit the target (To Hit Number) can be found in table C3 (table and rulebook chapter). It depends on distance, target type (vehicles are not treated in this article), caliber, barrel length and a few other parameters (see C4 for more details). This might seem complicated but one gets used to it quickly enough.
Regarding modifiers they fall in two main categories:

- Firer Based Hit Determination DRM (C5); for example: the gun must rotate.
- Target Based Hit Determination DRM (C6); for example: target is in a wooden house.

All modifiers are cumulative. Example: gun rotates (C5.1 case A: +3 DRM) to fire at a moving infantry target (C6.13 case J3: FFNAM, −1 DRM) in a wooden building (C6.8 case Q: TEM, +2 DRM) for a final +4 DRM.
These modifiers are summarized in tables C5 and C6 of the reference card. Target type is the first parameter to take into account: we are interested here in Infantry Target Type (C3.32) and Area Target Type (C3.33).

- Infantry Target Type: this includes any non–armored target fired at using explosive (HE) shells: infantry, cavalry, guns and so on. Fire affects all units in the Location except for Defensive First Fire which only aims at the moving unit. If the target is hit the attacker rolls a DR on the Infantry Fire Table (IFT) to know the results.
- Area Target Type: the attacker doesn't aim at a precise target but an area, that is the whole hex. This

is often the best way to attack a concealed (under a "?") or hidden (whose presence is suspected) unit. The whole hex is affected except places the firer cannot see (dead angles). If the hex is hit fire is resolved but only with half–power. Furthermore the TEM (Terrain Effect Modifier) is not used in the To Hit DR but in the fire resolution DR.

Mortars always use Area Target Type.

A good example being more interesting than a long speech, we suggest you check the fire examples where several cases are presented.

Direct hit!

A round that hits its target usually causes damage. Caliber is in general the parameter allowing to know the results; the upper row of the IFT gives the FP equivalent of caliber. For example you can see that a 50 mm round equals 6 FP. A 75 mm round equals 12 FP and a 105 mm one 20. There are only few exceptions, like the American 107 mm mortar (M2 4.2–in Mortar) nicknamed "four–deuce": its rounds have a high explosive charge equivalent to a 120 mm round (12 FP in Area).

If the attacker uses the Infantry Target Table, fire is resolved with full power: 12 FP for a 75 mm round; if he uses the Area Target Table, fire is resolved with half–power: 6 FP for a 75 mm round. Thus a 81 mm mortar will have its theoretical 16 FP (see IFT) lowered to 8.

A captain's artillery

This is about mortars; these weapons are usually included in the equipment of a company (40 mm to 60 mm barrel) or battalion (76 and 82 mm). Heavier guns (107, 120 and 160 mm) are rarely depicted as counters: they are often enlisted on a regiment or division scale or even by independent units like the American 107 mm Chemical Mortars Battalions or Russian 120 mm mortar brigades. In ASL mortars fall into two main types:

-

light mortars: these are weapons with a caliber lower than or equal to 60 mm, depicted by ½'' counters. They are considered heavy infantry weapons (SW). Thus they have no CA, do not need a crew counter to be used without penalty and can be directed by a leader.
-

medium and heavy mortars: other counters.

All Mortar types use the same fire principles (C9.1):

- they always use Indirect Fire (C1);
- they always use Area Target Type (C3.33);
- they keep their rate of fire when throwing smoke.

As usual in ASL there are many exceptions depending on weapons and you'd better check chapter H where each weapons is presented by country.

Also notice that mortars can be fired using a Spotter – thus without seeing the target – and have a minimum range. They can usually be dismantled to make it easier to move them.

Guns in a game turn

The aim of this part is to explain the actions allowed to guns during a player's turn, which should then be added to the infantry sequence of play in the last article.

A: Attacker; D: Defender; B: Both players may act.

1. **Rally Phase**
   1.14B – attempt to recover SW/Guns (A4.44).

1.22B – attempt to repair jammed SW/Guns (A9.72).

2. **Prep Fire Phase**
   2.11A – remove Dispersed Smoke counters then replace Smoke counters with Dispersed Smoke counters (A24.4).
   2.12A – may use Guns to throw Smoke (C8.5)
   2.21A – designate mortar Spotters (C9.3). Guns may fire, in which case they are marked with a Prep Fire counter.
   2.23A – may voluntarily Destroy/Jam Guns (A9.73) or assemble/disassemble Guns (A9.8). Limber/unlimber Guns (C10.21), which makes Infantry TI if unlimbering.
   2.24A – declare Opportunity Fires and set Bonding Fire markers on Crews (A7.25).
3. **Movement Phase**
   3.11A – may designate new Spotter(s) to replace those eliminated/broken/captured (C9.3).
   3.21A – attempt to recover Guns (A4.44). May move Guns (Infantry becomes TI and gets a Labor Status marker if failed) (C10.3).
   3.22D – designate mortar Spotters (C9.3). Guns may fire in First Fire (A8.1) and Subsequent First Fire (A8.3). Set residual FP (A8.2) and First Fire/Final Fire markers after fire.
   3.32B – remove residual FP markers (A8.2).
4. **Defensive Fire Phase**
   4.11D – Guns may throw dispersed smoke (C8.5).
   4.21D – designate mortar Spotters (C9.3). All Guns except those carrying a First/Final Fire marker may fire with full power.
   4.22D – may voluntarily Destroy/Jam Guns (A9.73) or assemble/disassemble Guns (A9.8). Limber/unlimber Guns (C10.21), which makes Infantry TI if unlimbering.
   4.31D – remove First/Final Fire markers.
5. **Advancing Fire Phase**
   5.21A – Guns that didn't fire in Prep Fire Phase may do so (C4 and C7.25 Bounding Fire). Limber/unlimber Guns (C10.21), which makes Infantry TI if unlimbering.
   5.53B – remove all Prep Fire, Intensive Fire, No Fire and Bounding Fire markers.

No other specific actions take place in the other phases.

That's it for today. We left aside on purpose several aspects, such as vehicle weapons, recoilless guns and light antitanks, for this is yet a different story. Now you're a gunner: aim straight!

Example 1: Fire against Infantry

A German 7.5 cm IG 18 is in hex 21K4 with a K3–L3 CA. This is Prep Fire Phase. A Russian 4–4–7 is in K2, a 5–2–7 in J1 and concealed counters (actually four stacked "?") in L1. The German player has three possible options:

1 – He chooses to fire at the 4–4–7. Target is two hexes away in a wooden building. Base To Hit is 8 (Infantry Target Type from 0 to 6 hexes). It is modified by +2 (house TEM) but by –1 as well for proximity (point blank fire). Final To Hit is 7 or less.

If hit the 4–4–7 must endure the effects of a 75 mm round, that is 12 FP without modifiers. Furthermore if the German player rolls 1 or 2 on the color dice the Gun may fire again (ROF). If we were in the Advancing Fire Phase the gun would have no rate of fire and would suffer from other penalties (C5.2 case B: Bounding Fire). Finally any DR lower than half the modified To Hit Number (here 7, thus a DR of 3 or less) yields a critical hit: the power of the round is doubled (24 FP) and the defender take his TEM (–2 here) as a penalty! This rule simulates the effect of an embrasure shot (*Translator's note: Help! Help! Not even quite sure what this means in French!*) or an especially devastating hit.

Lastly and even if the target was missed the player may set a marker indicating that the target is Acquired (C6.5). The marker bears the gun ID; it gives a –1 bonus for a To Hit DR and –2 for the Firer. This bonus is applied from the next fire on, so it can apply to other fire occurrences in Prep if the 75 kept its ROF.

In a few words it seems Ivan is in a rather bad shape, unless the firer rolls a 12 which would jam the gun...

2 – The German player wrongly suspects the presence of several units in L1. He chooses to fire using Area Target Type. To Hit number is 5 (+2 Concealment), but if he hits fire is resolved with half–power (6 FP) and woods TEM (+1), and the gun cannot take advantage of its ROF. A DR of 2 is automatically a critical hit (C3.7) and resolved with twice normal FP, i.e. 24 FP and –1 DRM.

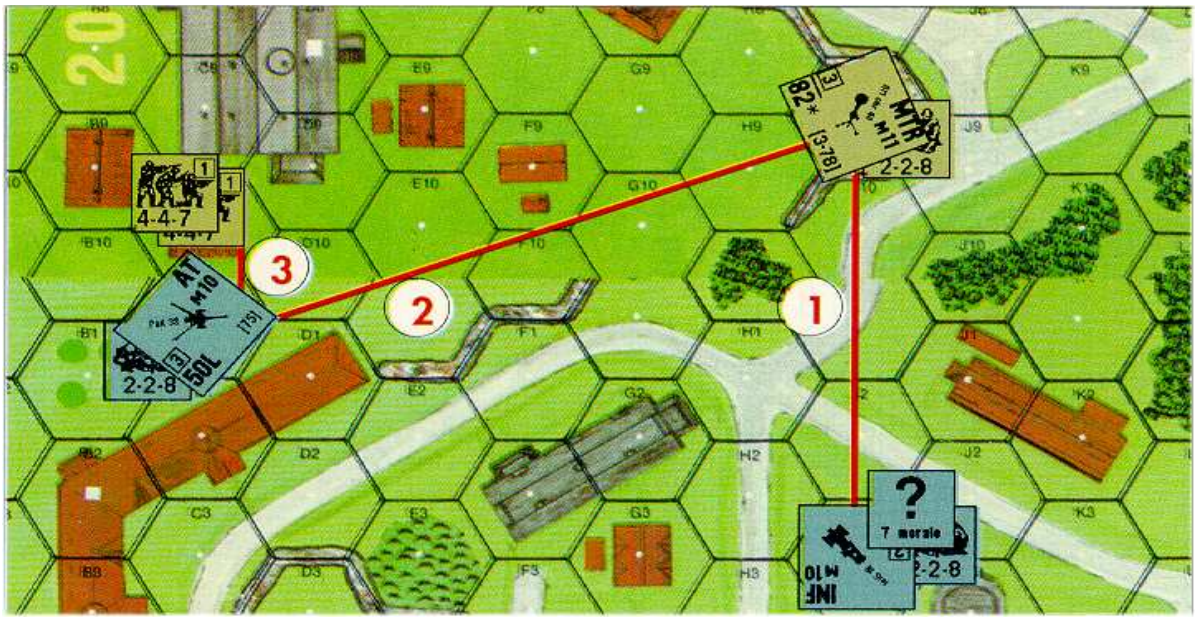
3 – Last option, the German player chooses to fire against the Russian 5–2–7 in 21J1. He must then rotate his gun because its CA does not cover this hex (C3.2). To Hit number is modified with a +2 (TEM) and a +6 DRM for the CA change in a building (+3x2). That's a +8 DRM for a To Hit number of 8! This an improbable Hit (C3.6); the player must roll a DR of 2 followed by a dr: 1 yields a critical hit, 2 and 3 a normal hit and 4 to 6 a missed shot. Besides that the ROF is lowered by 1.

If the 5–2–7 survives and decides in its next Movement Phase to move to I1 (1 MF) the 75 mm can decide to fire against it using First Fire. Suppose the gun has the target Acquired (C6.5) with a –1 marker, the final DRM will be –3, that is a To Hit number of 11. If the Russian survives this (an improbable occurrence at best) and the gun can fire again (C2.24) the latter will have to wait for the target to spend another MF to fire again (the Russian had better run out of range...). The German player may decide not to fire again and to wait for more interesting targets, which leaves a residual FP of 6 in hex I1 (A8.2). Remember that movements of all units are supposed to be quasi–simultaneous.

Now let's see two special cases that are bound to happen in most games.

First: Bore–Sighted Location. It simulates the possibility for any Defender (A13) to set up in advance the fire of his weapons (machine guns, cannons, mortars and so on) for distance. The firer now has a –2 DRM to hit. If the German player had been the Defender he could have chosen to have aimed his mortar at level 0 of hex 21K2. The final To Hit number would have been 9 or less, which would have meant a higher critical hit probability (C3.7)(.

Second: a very unlucky German player fires against the 4–4–7 in 21K2, rolls a 10 (5 and 5) and misses. Furious, he decides to fire again using Intensive Fire. He has a –1 DRM for proximity, –1 for Acquired target, but +2 for the wooden building. Intensive fire adds to this a +2 DRM and a higher jamming risk. To summarize, the German players hits the target on a final DR of 6 or less, misses between 7 and 9, jams the gun with 10 or 11 and destroys it with a 12 (the counter is eliminated)... Intensive Fire can be used only once.



Example 2: Fire against Guns

A 7.5 cm IeIG 18 is in 21I3 under a "?" with a H2–I2 CA. A 5 cm PaK 38 is in 21C1 with a 21D1–20D10 CA. Finally a Russian 82 mm mortar is in 20I9 with a H9–I10 CA. All guns are emplaced (C11.2) and used by a crew.

1 – In Prep Fire the Russian fires against the 75 mm since firing against the antitank would require rotating. Target is 4 hexes away and To Hit number is 7. He adds +2 to his DR since this is a Concealed Target (under a "?") and +1 for a Small Target. His first DR is 8 with 3 on the color dice. He keeps his rate of fire: a mortar always uses Area Target Type (C9.1) but does not lose its ROF (C3.33). Final result is 8+3=11. This is a miss, but the mortar has Acquired the target. The Russian fires again: 7 with 2 on the color dice and a final DRM of +2 (+2 Concealed Target, +1 Small Target and –1 Acquired Target), missed again. He may fire again with a further bonus because now the target–shaped counter materializing the line of sight is on its –2 side. DR is 4 (2 on the color dice) and DRM +1 (+2 Concealed Target, +1 Small Target and –2 Acquired Target) for a total 5: hit. Now we have to determine the amount of damage; the 82 mm round has an Area FP of 8 (C3.33).

The German player now chooses which DRM must be applied for this hit. He has two options: either he chooses the protection granted by the gun position (+2 DRM) or by the wooden building. Here the choice doesn't matter but if it had been a stone building (+3 DRM) the player might have used this protection.

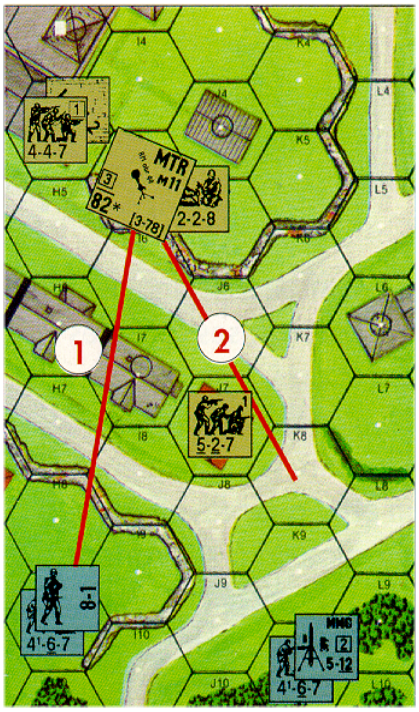
Hazard determines what happens next: a modified DR on the IFT resulting in a KIA is a Direct Hit, which destroys the gun and its crew (here it is impossible). A K jams the gun (turn the counter on its back) and causes Casualty Reduction to the crew. Any other outcome is considered a Near Miss. In Direct Fire the crew is protected by the gun shielding if any (see the notes in Chapter H), if fire happens in the CA and the gun is an antitank or infantry howitzer. These rules simulate fairly well the fact that one aims at the crew rather that the gun itself. Furthermore shields only offer a good protection to the crew on light guns, and not on the heavier cannons or anti–aircraft guns: you only have to see a picture on an 88 in action to be convinced.

Here a DR of 2 is automatically a Critical Hit (C3.7) which destroys the gun and its crew (C11.4).

2 – In Defensive Fire the PaK 38 pays the mortar in its own coin. It fires from 6 hexes away using direct fire and Infantry Target Type. Target is Emplaced so TEM is applied to the To Hit DR since this is is direct fire (C11.2). To Hit number is 5 or less (base To Hit number 8, +2 DRM for Emplaced Target and +1 for Small Target). The PaK has an excellent rate of fire: 3 or less on the color dice. If the mortar is hit fire will be resolved with 6 FP (50 mm) without any modifier since the mortar has no shielding to protect its crew and the line of sight does not cross the wall. Mortar and crew are eliminated in case of a Critical Hit.

3 – Eventually, in Advancing Fire Phase 2 Russian 4–4–7 are in 20C10 and fire against the PaK using the IFT (8 FP). A +2 DRM is applied since target is Emplaced.

If the CA was C10–D10 the shielding would protect the crew (C11.5) but the Emplacement DRM is the same and both DRMs are not added to each other. If the gun had this CA without being Emplaced the German player might choose the protection of the shield instead of the orchard TEM which is naught.



Example 3: Fire with Mortars

A Russian 82 mm mortar is emplaced and concealed in 20I5 with a I6–J5 CA. A Russian 4–4–7 is on H6 level 2 and a 5–2–7 in J7. A German 8–1 and a 4–6–7 are in H9 and a 4–6–7 and MMG in K10. The 4–4–7 sees H10 without hindrance from building H6 since it is on level 2.

1 – In Prep Fire Phase the Soviet player decides to fire against the 4–6–7 and 8–1 using his mortar. The 4–4–7 has been designated as spotter and gets a Prep Fire marker. The mortar rotates (+3 DRM) and fires. DR is 7 with 1 on the color dice. He misses since fire using a spotter suffers a further +2 DRM for a total +5. Furthermore the rate of fire is lowered by one, which adds to the same penalty for the CA change; nevertheless the 1 on the color dice allows the player to fire again on an Acquired target.

Next DR yields a 6 with 2 on the color dice. DRM's are +2 (C9.31) and –1 (C6.5) for a total +1. The modified DR is 7, meaning a hit. The resolution DR is 8 for a NMC on the IFT (DR 8 with 8 FP). The squad fails and becomes broken. The Russian fires again (he kept his rate of fire) with 0 DRM (+2 DRM for C9.31 and –2 DRM for C6.5). DR yields 2: critical hit! Since two units are in the same hex the German player uses Random Selection to see which one takes the critical hit (32 FP), the other one only takes 8 FP; in case of a tie both unit take the critical hit... The procedure is similar for the other guns.

If no German unit has a LOS to the mortar it is not revealed and remains concealed from the German; the Russian secretly calculates his DRM's and does not show the position of his gun. The 4–4–7 remains the spotter until it can no longer fulfill this task: see C9.3 for more details.

2 – The Soviet player could also have thrown Smoke, which is the most common trick to hide movement. It can be placed in Prep (C8.5) or Defensive Fire Phase but it is less dense in the latter case (Dispersed Smoke C8.5).

It is always placed at the beginning of the phase; the DR must be lower than or equal to the Ammo Depletion Number on the back of the counter (here 8). Smoke is placed using Table C3.

The Russian player wants to place Smoke in K8. Distance is 4 hex and To Hit number 7, but there is a +2 bonus for this ammo at this distance (see Table C4) so the final To Hit number is 9 or less. The Russian rolls an 8 with 2 on the color dice. He puts a large (5/8'') Smoke counter which gives a +3 visual protection. The mortar has no more smoke shells but keeps its rate of fire and may fire again. A DR of 9–11 would have meant no smoke shells, a 12 would have jammed the mortar and any DR lower than 8 would have allowed to fire again using this type of ammo.

In the Movement Phase the 5–2–7 can go to L6 and take fire in K7 with a +2 DRM (+3 for Smoke in K8 and –1 for Movement), whereas without Smoke the DRM would have been –2...

Offboard Artillery

Offboard artillery is one of the most powerful weapons available to an ASL player. It is also often (case of an offboard spotter) invulnerable to enemy attacks. Yet many player hate scenarios featuring Offboard Artillery (OBA): the rule chapter about it is hairy and its random aspect can completely destroy the scenario balance, as it is quite possible to get no mission at all, especially with the Soviets or minor nations. Yet OBA is very simple! Everything (or almost everything) is in the Advanced Sequence of Play.

Then why is OBA one of the longest and hairiest chapters? First because of the many possible options for the spotter as well as the mission type or available ammo. Next – and mostly – because the rule tries to limit the adverse effects of the player's omniscience, who knows much more about the enemy setup as a real spotter would. These explanations do not solve the problem: how to play OBA?

Many playing aids have been published. The most clear and complete one was delivered by Avalon Hill in Action Pack #1. If you're an artillery fan you have to purchase it.

If the random aspect of OBA makes it more realistic, it is none the less annoying in a game; yet there are a few tricks to limit the role of chance:

– in many scenarios obtaining of the first mission is automatic by SSR;

– threat is often stronger than execution. The enemy hesitates to come close to a Spotting Round. You can channel him without spending precious rounds!

– when the radio is revealed the spotter becomes the center of attention of "Kill Stacks", guns and other snipers; quickly the spotter's gone... and so is the scenario! Use note C5 systematically and keep the radio offboard.

But the most irritating situation is when you draw two red cards in a row without firing even once. It's realistic... but frustrating. Without altering the spirit of the game you can – especially for tournaments – come to the following agreement: add a red card to the stack. When a red card is drawn the mission is of course unavailable but the card is put back into the stack without further consequence. A black card is put away normally. Players can thus be sure – provided the scenario lasts long enough and their radio doesn't break – they will get their "right" share of missions. They just don't know when they will take place, and they will become scarcer and scarcer.

Offboard Artillery Options

OBA in a game turn:

– After Smoke placement:

2.13A – attempt radio contact (C1.2) if necessary (C1).

– if positive may (must, in case of FFE: C1–C1.34) attempt (Sighting TC [E7.61] and) Battery Access (C1.21).

– if successful may place AR (C1.3) and either SR (C1.3–.31) or Pre–Reg. FFE/IR (C1.731/E1.931) or must place rocket AR and FFE (C1.9) or remove or replace FFE:C (C1.34–.341).

2.14A – may (must, for Creeping Barrage FFE) Correct/Convert or Cancel SR/FFE (C1.33–.337–C1.34–.4) (EXC: rocket correction is not allowed [C1.9]).

2.15A – may place OBA Smoke (C1.71). Resolve ensuing WP NMC (C1.71–C3.76) and check for Flames (A24.32).

– resolve HE FFE (C1.5).

– check for shellholes/Flames/rubble creation (B2.1–B6.331–B25.13–B24.11).

– remove wire/roadblocks/pillboxes (B26.52–B29.5–B30.92).

– remove/reduce minefields/panjis (B28.62–G9.72–G14.56). Check for sangars/trip–flare elimination (F8.41–G8.B).

ASL/VV 17

No step back!

Stalingrad, USSR, September 14, 1942

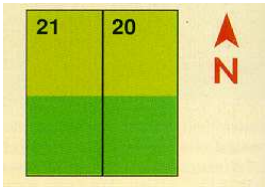
In the beginning of September 1942, after a summer filled with many victories and the conquest of vast territories, General Paulus's 6. Armee advances towards the industrial city of Stalingrad on the river Volga. The Red Army seems desperate and only a few weakened, disheartened units face the Germans. Yet on September 12 General Chuykov takes command of the 62nd Army defending the city. He breathes renewed energy to the defenders, strengthened by worker militias. Nevertheless the Germans attack on the 13th. Soldiers of the 194. Grenadier Regiment are confident and move forward around the train station towards the Volga. Assault resumes on the following day.

Balance

Add a MMG

Add an 8–1

Board Configuration

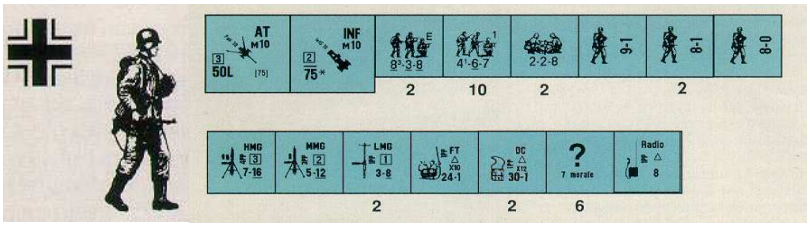


Only rows A–P are playable.

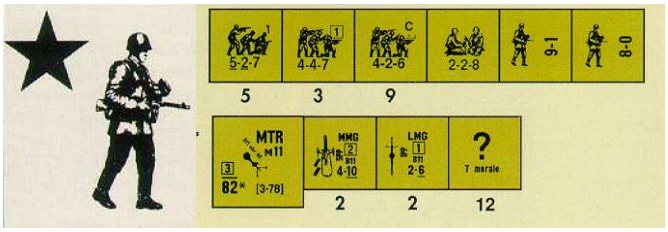
Victory Conditions

First player who controls three buildings in the following four: 21E5, 21I4, 20D8, 20H3 at the end of a game turn wins.

Strengthened elements of Grenadier Regiment 194 (ELR 4), set up "?" in concealment terrain on board 21, {SAN: 3}



Strengthened elements of 10th Fusilier Division [ELR: 3], set up "?" in concealment terrain on board 20, {SAN: 5}



Scenario designed by Jean Devaux and Philippe Naud

Special rules: 1. EC are moderate with no wind. Kindling NA
2. German radio grants access to a 80+ Mortar Battalion OBA. Russians have 120+ OBA directed by an offboard spotter setup secretly at level 4 on the eastern side. Initial russian Battery Access is automatic (remove a black counter).
3. 8–3–8/3–3–8 are Assault Engineers (H1.22) with underlined Morale.
4. Russians are fanatical (A10.8). 20D8 is a Factory (B23.74).
5. Each player controls all buildings in his setup area.
6. The Russian player has **two** Fortified Locations (B23.9)

Fortification options: Germans: add an 8–3–8 and a DC. 8–3–8/3–3–8 are also Sappers (A1.23); Russians: add 24 AP Mines factors (B 28) and 3 Fortified Locations (B23.9).
Armor options: Germans: Add 2 StuG IIG and an 8–1 Armor Leader entering on turn 1 on the western side with half MP already spent (FRU); Russians: add an ATR to the initial units and 3 T34M41 turn 1 on the eastern side with half MP already spent (FRD).

Aftermath
Advance proceeds further and the grenadiers reach the residential area and its large buildings. Chuykov needs time for reinforcements to arrive. When the units of 194. Regiment see the Volga a violent russian counterstroke is launched, supported by artillery. Blitzkrieg is over; the defender will from now on sell dearly every meter of terrain.

Beginning ASL
III - Armor and vehicles

The presence of vehicles in an ASL scenarios makes the rules considerably more complex. Yet it would be a pity to do without them: their rapidity and firepower bring a dimension without which ASL wouldn't be the same!

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Originally published in *Vae Victis* 23 (Nov.-Dec. 1998)
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Chapter D of the rulebook uses several criteria to classify vehicles: on wheels or tracked, with or without shielding, with or without turret... In the first analysis a tank is just a gun on wheels. Actually it's much more than that.

Presentation

Let's start with the study of a counter, here a Panther VG.

ID: if the ID is in a white the vehicle has more chances to bog. If it is in a white square those chances will be less.
Speed: it represents the number of Movement Points available. If speed is written in red the vehicle isn't reliable and risks immobilization at startup (on a DR of 12). Regarding this Panther V, the star before the MP refers to the back of the counter: the tank will Stall on a DR of 12.
Rate of fire: it is displayed in a square as it is for guns. If the background is white the gun has multiple hits (US 75, for example): if the player rolls a double for the To Hit DR he can choose between two result Drs as he would for small caliber guns.
Caliber size: type and caliber of the main gun, to which the rate of fire applies.
Machineguns: in the Bow/Coaxial/AA order these numbers tell you the firepower of the vehicle machineguns. If only two numbers are displayed the vehicle has no antiaircraft machineguns. Unlike infantry machineguns, vehicle machineguns (except if they are the main weapon) have no ROF, can't lay Fire Lanes and can't aim at an armored vehicle to destroy it.
Turret type: a thin white circle means a fast turret (T); a thin square means a slow turret (ST), a thick square a very slow turret; lastly a square with cut corners means a one-man turret.
Armor factor: the first number is the front armor (turret and hull), the second one the side/rear factor. If one of the numbers is red the vehicle is a large target: the opponent gets a -1 To Hit DRM; if both numbers are red the vehicle is very large and the DRM becomes -2. On the other side a white background means a small target (+1 DRM) and both numbers on a white background mean a very small target (+2 DRM).

Back of the counter (here a Panzer IVH).
Besides the Crew Survival (CS) number, the back of the counter shows the ammunition and special devices the vehicle is equipped with:

- Schuerzen (Sz) or gyrostabilisators (G);
- smoke devices (sP, sD, sM, sN);

armor-piercing ammo (A, depending on the date of use of the vehicle);
high-explosive ammo (H, same as above);
smoke shells (S);
white phosphorus shells (WP).

Before playing a scenario, always review carefully the capabilities of your tanks (and your opponent's) and check the corresponding section in Chapter H, sometimes not everything is on the counter.

Movement

As Guderian said, the tank's main weapon is the motor; this saying is true in ASL, too. The rulebook explains in detail the principles of vehicle movement, and the chapter divider displays the entry cost of each terrain type. We won't review that but we'll just discuss three important points:

a stopped vehicle must spend one Movement Point (MP) to start or change CA. During this MP it is considered as an immobile target, and thus especially vulnerable; as a consequence a tank which does not want to take part in a fight (or wants to get out of one) must end its movement in Motion or succeed with a Motion Attempt (D2.4) during the enemy movement.

Motion Attempt: starting may be attempted during the enemy Movement Phase if the vehicle isn't under First or Final Fire on a dr lower than the MF or MP spent in the vehicle LOS by an enemy unit that was out of LOS in the beginning of the Movement Phase. A Motion Attempt gives a +4 DRM to the attack by an adjacent tank (the negative proximity DRM vanishes, a +2 DRM is added). On the other hand a tank in Motion may not fire during the Prep Fire Phase; it must spend at least one MP during its Movement Phase.

During your Movement Phase you may ask for a Gun Duel upon encountering an unexpected enemy. The probability to win against a fast turret tank is low, but against a gun in a forest or a house it's a different story...

ASL dealer, how can I help you?

Fighting vehicles play a dominant role in ASL but various machines used for troops transport and gun towing are represented as well. Their fighting efficiency is usually zero, with the exception of half-tracks and other Bren-Carriers.
One can distinguish at least seven carrier vehicle types, five of which are non-armored (arbitrary choice):

Side-cars: motorcycles and side-cars are widely used by the Germans in the first Blitzkrieg years but they lose importance from 1942 on because of their vulnerability. Regarding bicycles: almost all armies use them during the conflict, except the Americans who follow exclusively the explosion motor gospel.

Wagons: nearly all armies in 1939 make a very wide use of horse-drawn vehicles. In 1944 50% of the German artillery in Normandy still depended on animal traction! Finns and Russians also used deer-drawn wagons, as pictured on the back of the counter.
Horse-drawn are treated just as motor vehicles except they use MP's instead of MF's; see D12 for more details. Cavalry uses rules from Chapter A (Infantry).

Cars: their range goes from the requisitioned French Peugeot 402 to the Jeep via the German Kübelwagen. These machines have in common a low transport capacity (less than a squad) which lowers their tactical usefulness.

Trucks are an indispensable tool of modern armies logistics and the transportation of motorized infantry. Truck counters bring together very different vehicles, from the German Opel

Blitz to the American Studebaker, without forgetting the French Renault, Berliet and other Citroën (which occupying forces liked a lot) or amphibians such as the DUKW. All of these can carry at least a squad and support weapons.

Half-tracked, fully tracked or wheeled tractors: their main role is towing guns. However nothing prevents you from using them to carry infantry; you can also use trucks to pull guns. Some tractors suffer from a low carrying capacity, such as the French half-tracked P-17.

Cars, trucks and non-armored tractors generally follow the same rules (D6.7) even if they have different movement capacities (tyre, half-tracked, fully tracked). They generally have no crew (the Crew Survival Number is written in small letters: cs instead of CS) and thus their driver is not represented as a counter. Furthermore they are non-armored and vulnerable targets.

There are also exotic vehicles such as the German half-tracked Kettenkrad motorcycle or the Italian armed Camionetta Sahariana (with *only one* gear in reverse movement). Specialists of ground vehicles will notice the absence of many machines such as the half-tracked Maultier, SWS and Demag or the German Krupp Protze truck; the same goes for the other nationalities. This follows a deliberate designer choice of favoring fighting vehicles over carriers, which one may regret.

half-tracked German or American vehicles with their rather symbolic shielding are sometimes very useful. Very mobile, sometimes well-armed and very versatile in their use, they enable the infantry to move rapidly without excessive risk. This category only gathers *armored* models. One may add to them rare species such as the Italian Autoporetto AS 37 on wheels.

Bren-carriers, derived from of the Carden Lloyd carrier of the twenties remain the armored companions of the Commonwealth forces along the Indian Pattern Carrier. They are governed by specific rules (D6.8).

Fully tracked armored carriers are rare but they exist, such as the famous French Lorraine, whose towing needs special rules, the English Kangaroo on Ram or Priest chassis, and other Sherman.

All aboard!

Troops transport in ASL is directed by the rule section D6 (Transporting personnel). While special rules apply to half-tracks, Carriers and infantry on vehicles, transported personnel are all considered Passengers (D6.1).

Passengers have their fire power divided by two, or even four if their vehicle is in motion except if it's a half-track (D6.62). They also get penalties in Close Combat.

The carrying capacity of a vehicle is expressed in Portage Points (PP) in the following form: # PP. Thus the GAZ-MM displayed here has a carrying capacity of 21 PP and may tow a gun with a Manhandling Number (C2.27) lower than or equal to 8 (T8).

One squad is worth 10 PP, one HS or Crew counter 5 PP, and less than 5 SMC's (Hero or Leader) 0 PP. A vehicle may carry one or several MMC's and their support weapons as long as the sum is lower than or equal to its capacity. The SPW 251/1 may thus carry one squad (10 PP), a dismantled light mortar (3 PP), a dismantled MMG (2 PP) and a Leader (0 PP), that is 10 + 3 + 2 + 0 = 15 PP or any other combination lower than or equal to 15 PP.

The ammo for a towed gun (or a carried dismantled mortar between 76 and 82 mm) is worth 4 PP (8 if the caliber is 100 mm or more). The SPW may thus tow a PaK 40 (M8) and carry its crew (5 PP) and ammo (4 PP), or a 120 mm heavy mortar (M9) and its crew (5 PP) and ammo (8 PP?). See C10 for the rules about transporting and setting up guns.

Broken passengers may stay inside the vehicle even if it moves towards the enemy except if the crew itself is broken; it this case they seek shelter under the vehicle (D5.311).

Passengers may only use their LMG, PIAT and DC, which have to be Thrown.

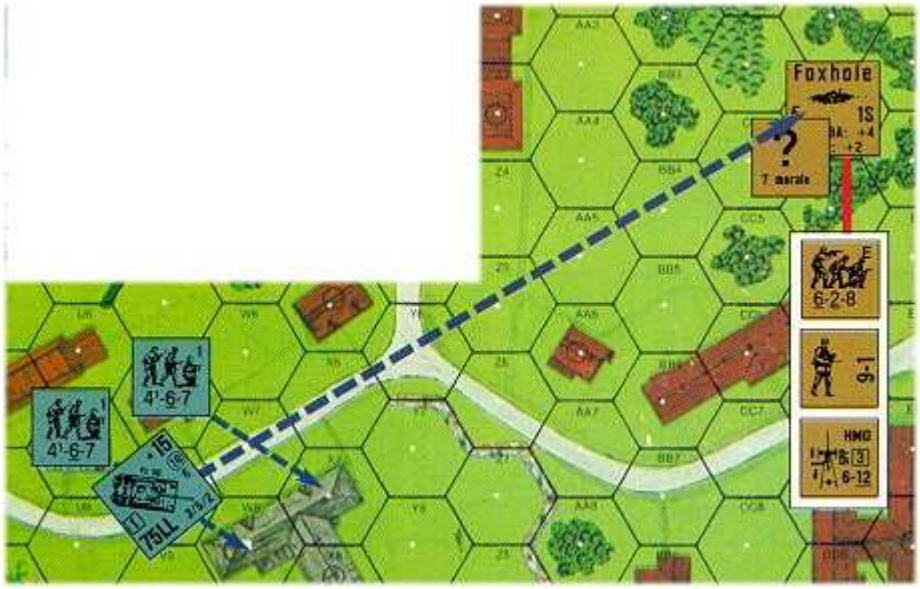
Taxi!

Carried troops can be divided in two categories: troops mounted on the vehicle (Riders) and carried troops (Passengers).

The famous Russian motorized cavalry, or *tankoviy desant*, are of course featured in ASL. They are directed by the Riders rules (D6.2). Before 1942 riders may only be used by the Russians, and from 1943 on by other nationalities. They may not ride all vehicles, such as tankettes.; however a SMC may always ride any vehicle (even if not allowed). Maximum 14 PP may be carried; the vehicle may not cross some terrain types or rotate its turret, else the riders will have to Bail Out (D6.24). Riders gain no protection against fire attacks. See D6.2 for other details.
Riders and passengers on a truck or half-track load/unload following common rules in the Movement Phase. The vehicle must stop before loading except if it uses only one MP to stop or tows a gun. FFNAM applies for all loading/unloading passengers. Nothing prevents you from loading/unloading a bypassing vehicle (however see D2.3 and D6.4-5). The vehicle retains ¼ its MP allotment for each remaining MF of the infantry unit(s). See D6.4 and example 5 for more details.
Unloading costs ¼ (FRU) the vehicle's MP allotment (once stopped) except if it's a gun (C10.2) or if Bailing Out. The passengers spend 1 MP to unload and 1 more for each ¼ of its MP the vehicle has already spent. Be careful: FFMO penalties apply to passengers unloading from a non-armored vehicle on Open Ground. Here again, see D6.4-5 and example 5.
Half-tracks are open-topped (OT D1.23) carrier and fighting vehicles, invulnerable (as their passengers) to light weapons fire except if the crew and passengers are exposed. While they obey the same rules as other carrier vehicles, they generally provide their passengers with better a better fire capacity. For example half-tracks and carriers have the great advantage of being able to form firegroups combining their weapons and those of their passengers (under the direction of a Leader), or even combining the FP of several Carriers/half-tracks and their passengers (D6.64).
Carriers generally follow the same rules as half-tracks but they are more vulnerable since their crew is always exposed; however these crews are most often half-squads with the ability to recombine without a Leader (D6.82). Furthermore they can carry up to 8 PP worth of Riders and they are equipped with support weapons. Lastly they have very interesting smoke capacities (see British Chapter H).

Easy rider

Motorcycles/side-cars/bicycles are governed by similar rules. The number of overhead depictions on the counter corresponds to its capacity (3 = 1 squad, 2 = 1 HS, 1 = 2 SMC or 3 for a side-car).
Only side-cars have a (limited) support weapon capacity (D15.2). All these vehicles must be owned by an infantry counter to move or be pushed (D15.4). Mounting or dismounting costs 1 MF for infantry plus ¼ the motorcycle/side-car MP allotment, and FFNAM and FFMO apply (D15.41). As a general rule a motorcycle/side-car/bicycle suffers from a -1 DRM when fired at and the machines can be destroyed (but PTC, LLMC and LLTC have no effect).
bicycles use motorcycle counters, are considered having 4 MF and follow the infantry rules for movement and as targets (but with the additional -1 penalty of D15.5). However they only spend ½ MF per crossed road hexside and gain one bonus MF for each elevation level they descend! Nevertheless and unlike motorcycles they may not use Overruns.
We left aside on purpose the anti-tank weapons, especially Panzerfausts and other bazookas which will be treated in the next issue of *Vae Victis* with a scenario featuring American troops. Have a nice game and don't get lost in the streets of Mariupol!



Example 1: Tank supporting infantry

The German objective is to cross the U8-Y6 street but they suspect a Russian HMG might be set up in DD3.

If the first squad performs a V7-W8 Dash it will be under a 6/2 HMG fire with -1 final DRM (-1 FFNAM, +1 vehicle cover, -1 Russian Leader) meaning about 60% success probability. The second squad will undergo 4 FP (Fire Lane) with 0 DRM (-1 FFNAM, +1 vehicle cover), also with around 60% success probability).

Thus it would be a good idea to neutralize the HMG before venturing in the open.

The first thing that comes to mind is to fire the tank in Prep: MG's will fire with 4 FP (5 + 3 divided by two for Concealment) with +2 DRM (Foxhole) which will reveal the Russians with a DR of 5 (PTC) or less but won't hurt them much. Then gun fire will follow: at such a distance direct fire will hit with a DR of 7 with +5 DRM (+1 BU, +2 Concealment, +2 Foxhole). The German player needs to roll a 2, or 4 if the machine-guns have been effective.

Area fire is more likely to succeed (4 or 6 depending on the MG outcome) but would be less effective in the end (6 with +2 DRM instead of 12 with 0).

If they're lucky the Germans might succeed... but they have a more effective plan available, without much more risks; their tank may directly enter the Soviet hex in the Movement Phase; the Russians won't be able to fire outside the hex unless they destroy the tank:

- 1 MP: the tank starts up (with a 3% chance to

- 2 MP: it's rather inexpensive to try to use the sN for Smoke;

- 9 MP: from V7 to CC4;

- 15 MP: entering CC4, Overrun, Movement Phase ends in Motion.

OVR uses 2 (armored vehicle) + 2 (Functioning MA) +12 (MG x 3/2) = 16 FP with +2 DRM (Foxhole) if the Russians fail a PAATC or 8 with +2 if they succeed (A12.41). If the Russians survive the Overrun they may attack the AFV in CC Reaction Fire and destroy it on a DR of 4, or immobilize it on a 5: CCV 6 (5 squad, +1 Leader) +1 DRM (+2 Motion, -1 Leader). If they destroy it they are marked with First Fire but may use the HMG outside the hex without the Leader DRM which was already used to direct the attack against the tank.

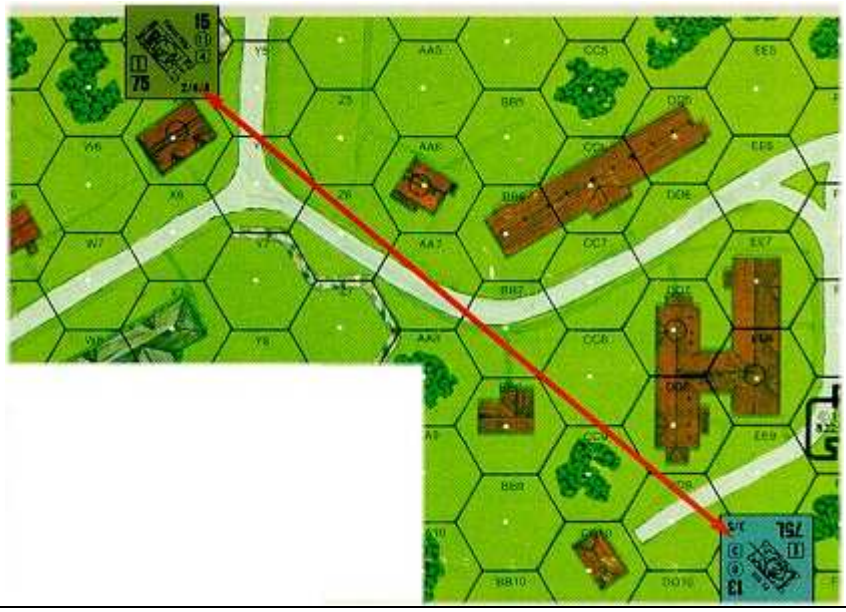
Of course the tank has 17% chance to be eliminated but if it managed to use its sN in V7 (58% probability in 44, 72 in 45) the attacks against the Dashing units now happen with 6/2 FP with +1 DRM, and 4 with +1, meaning 85% and 75% to succeed. In the more probable case where the AFV isn't eliminated the German move is completely free!

Example 2: Infantry as an antitank weapon

Tanks venturing between enemy-occupied buildings take a great risk: the German squad in X2 may roll a check to see if it uses a Panzerfaust (50% chance in 1944, 66% chance in 1945). If it has a Panzerfaust, two options are available: fire from the house with +1 DRM (+2 Motion, -1 large target) for a hit with a DR of 7. With the high To Kill Number of the PF the tank will most probably become a burning wreck... It is destroyed with nearly 29% chance in 1944 and 39% in 1945.

However the firer's enclosed location means he and all other units in this Location will take a fire attack with 1 FP (the colored dice being the DR) because of backblast (C13.8). This may sound expensive, but it's probably better than firing from outside the building with an additional +2 DRM for a final destruction probability of 14% and 18% respectively.

Only Germans - and Russians in some scenarios - may have Panzerfausts. The other nationalities may only use street fighting: the squad in Z2 may try a PAATC (72% chance to succeed) when the tank is adjacent and attack it in close combat with 5 CCV and +1 DRM (+2 Motion, -1 street fighting ambush). The tank will be destroyed on a 2 or 3 DR and immobilized on a 4. That's less efficient than the PF but anyone may try it, especially the Germans with their magnetic mines.



Example 3: Tank fight

With its long 75 mm gun the Panzer IVH has a To Kill Number of 17. It will destroy the M4A3(75)W on a DR of 6 when hitting the front hull and 9 when hitting the turret. Being a normal target it is more

difficult to hit than the massive Sherman. The gun on the M4A3(75)W with its To Kill number of 15 will penetrate the Panzer's shields on a DR of 7 for the hull and 9 for the turret.

The Pz IV is more difficult to hit as it is in a building. The Sherman is Hull Down behind a wall. Let's follow the fight, forgetting about ROF, Multiple Hits (the M4 has them) and Possible Shocks:

- on the M4's arrival the Panzer Defensive Fires with +2 DRM (+2 Motion, +1 BU, -1 Large target). It hits on a 6 or less, but only if the colored dice is lower than the white one, meaning 25% chance, and gains acquisition. Now it needs a To Kill DR of 9 or less to destroy the M4 (a total 18% chance to succeed).

- in the Advancing Fire Phase the M4 replies with a +7 DRM (+4 Motion, +1 BU, +2 building TEM). It needs 2 to hit, followed by 7 or 9 to kill: let's just say the chances are negligible. It gains acquisition on the house. In the Advance Phase it goes CE.

The fight has begun.

In the next Prep Fire Phase the Panzer fires with -1 DRM (+1 BU, -1 Large Target, -1 Acquisition). It hits the turret with a 36% probability and kills with 83% probability: final chance to succeed is 30%. Acquisition DRM becomes -2.

The M4 Defensive Fires with a +1 DRM (+2 TEM, -1 Acquisition). It hits the turret with around 30% probability and the hull with 40%, for a final To Kill probability of about 50%. Acquisition becomes -2.

In the Advance Phase the Panzer goes CE.

Then the M4 fires: with 0 DRM (+2 TEM. -2 Acquisition) it hits with a DR of 9 and kills on a 7 (hull) or a 9 (turret), or around 60% chance to succeed).

If the Panzer survives it replies with -3 DRM (-1 Large Target, -2 Acquisition). The shot must hit the turret, which happens with 42% probability, for a 33% final success probability.

You see the fight is turning to the Americans' advantage, but the tank characteristics play no role in it (they are more or less similar: better shielding on one side, better gun on the other): the main reason is the better protection offered by the Hull Down position. Of course it isn't necessary to remember all those percentages but if you lack experience they can give you some feeling on the characteristics of the various available tanks.

Example 4: Shoot or wait?

Two M4A3(75)W must enter along road 22Y1. A Panther is set up behind a wall in 22Y7 waiting for them; for fear of breaking its gun in hasn't fired when they were in Y1 to gain Acquisition and it remains

Buttoned Up because of the powerful American machineguns.

When the first US tank enters the Panther may fire with a +4 DRM (+1 BU, +2 Motion, +2 one MP spent in LOS, -1 Large Target). With a To Kill of 23 against a shielding of 11 (hull) or 8 (turret) the Panther has about 40% chance to destroy the first M4. Let's assume the Panther does not retain its ROF (2 or more on the colored dice): an attack against the second M4 on the same hex will be performed with a +4 DRM (+1 BU, +2 Intensive Fire, +2 Motion, +1 two MP spent in LOS, -1 Large Target, -1 Acquisition). On one hand the Panther will break its gun on a DR of 10 (8% probability), and on the other hand there is only 16% chance to destroy both Shermans.

The surviving M4 moves on to Z7 where it stops and opens its turret to fire with a +1 DRM (+4 Bounding Fire, -2 Proximity, -1 Large Target). It hits on a DR of 9, and with a To Kill number of 15 (14+1 for Proximity) against an Armor Factor of 5 (6-1 rear shot) there is 75% chance to destroy the Panther! If the Panther relies on its MG to change its CA (fire against to M4 changing CA from X5 to AA7) it will be very disappointed: thanks to its fast gun the M4 will win the Gun Duel and shoot first!

The German can thus estimate that his chance to destroy a M4 upon entry is too low and he lets the American play. The Shermans try to encircle the Panther, first in Z7, then they try to bring the second tank to X6. Now the German has to choose:

- first he can attack the first M4 during movement with a +2 DRM (+1 BU, +2 Motion, -1 large Target) with around 70% chance to destroy it); then he will have to rely on Intensive Fire to try and destroy the second tank, this time with a +4 DRM (40% chance). Notice that since he is certain to lose a Gun Duel he can't afford to wait for the American to stop in Z7.

- if the odds and the fact that he will fire first in the next turn change our tank leader's mind - maybe the Amis only need a few CVP more - the German has another maneuver available: as the Panther is not under cover against First Fire it may try and use its sN upon entry of the first M4, then when the latter stops try a Motion Attempt (which will necessarily succeed: more than 6 MP spent in LOS by an enemy unit that was out of LOS in the beginning of the turn). This Motion Attempt in reverse motion lets it change CA to Z5. The M4 in Z7 can't hurt it much any more. The M4 in X6 on the other hand will attack with a +5 DRM (+4 Motion, +2 Moving Target, -1 Large Target) or +7 if the sN worked. After that it will have to penetrate the armor with a 9 or less.

If the Panther survives, which is quite possible (93% with sN, 78% without) it will move in reverse motion to Y7 so as to present its front facing to the US tanks and stop to start a Gun Duel under very good conditions.

Once again we see that timing and position are more important than die rolls and that what makes tank use difficult isn't the rules complexity but rather the multiple available options...

Example 5: Transport and fire against a truck

- This is the Russian Movement Phase, the 4-4-7 in O3 wants to get on the GAZ-MM truck in O1 (VCA P0-P1). The squad bypasses O2 through the O2-N2 and O2-N1 hexsides (1 MF), enters O1 *under* the truck (1 MF) and gets on it (1 MF): it is now stacked *over* the GAZ-MM. The 4-4-7 spent 3 out of 4 MF, the truck may still use ¼ of its MP, that is 6.

But before the truck moves two 4-6-8 fire from Q2. Their FP is 8 without DRM; the fire attack is performed following A7.308 and uses the '*****' row of the IFT. The truck is destroyed on a DR of 6 or less (it burns if the DR is 3 or less, directly eliminating the 4-4-7); it is immobilized on a 7. A DR > 7 does not affect the vehicle but on a DR > 6 a General Collateral Attack (A.14B) is performed against the 4-4-7. If the DR is between 4 and 6 the 4-4-7 must check for Survival (D6.9) but no Collateral Attack takes place.

- The Wagon in O7 (8 MF: a Wagon uses MF instead of MP as of D12) carries a gun crew (5 PP) and tows a gun (M7 and 4 PP for ammo). It goes to P6 (2 MF: 1 + 1 for towing), enters Q6 (2 MF) and stops to unhook the gun. This costs half of its MF (C10.12) and it stops moving in this hex: the 76 mm and crew are stacked under the Wagon with a TI counter.

- In a subsequent German Movement Phase a 4-6-8 with LMG riding a side-car enter the map in A5. They spend 7 MP to reach N7 (½ MP per road hexside. A 4-2-6 (and a 7-0) in Q6 shoot at the 5-6-8, meaning 4 FP with -1 DRM (D15.5). A DR of 2 (that is 1 on the IFT: KIA) kills the squad and destroys the side-car; a DR of 3 (2 on the IFT: K/2) kills a HS, reduces the side-car to a HS side-car and causes the remaining HS to take a 2MC... A DR between 4 and 7 causes a MC; if the 4-6-8 fails it has to Bail Out. A DR of 8 is a PTC, which has no effect.

If the 4-6-8 survives, stops (1 MP for a total 8) and unmounts, the 4-2-6 may Subsequent Fire but this time with 2 FP and a -2 DRM (FFMO and FFNAM). The 4-6-8 survives and still has 1 MF remaining. Indeed the 8 MP spent on the side-car represent 2 MF (D15.41) and they need 1 MF to unmount. The SS squad may declare CX and gain 1 MF as it has just unmounted its vehicle (A4.5).

Beginning ASL
IV − General Overview

The basic rules presented in the previous articles will let you play over 80% of the scenarios but they are far from modeling all tactical actions of World War II. This last article presents the rest of the system so as to give you a full picture.

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Originally published in *Vae Victis* 24 (Jan.−Feb. 1999)
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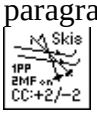
Miscellaneous (E)

As stated by Avalon Hill in the introduction all rules in chapter E (available in ASL module 3 *Yanks*) are optional. Some players may think their only use is to make the system more complex whereas for others the system wouldn't be complete without them. In any case they can only apply through SSR (Scenario Special Rule) or players agreement.

-

Night
At night you can't see far... Chapter E1 is all about modeling this simple fact. The four pages of night rules change the system completely: the defender may hide (HIP) more units but his mobility is reduced. The attacker can use Cloaking, and two munition types come into play: starshells and illumination rounds.
At night a unit's LOS is limited to four areas: the range centered around it defined by the NVR (night visibility range), illuminated areas (by starshells, illumination rounds or blazes), units marked with a Gunflash, and moving vehicles.
- **Interrogation**
Interrogation may be applied to prisoners with an Interrogation DR when a unit is captured. It can also be used randomly on civilians in the battle area. A DR will yield the kind of information revealed. When one considers what could be revealed (fortifications, hidden or concealed units) interrogation generally favors the attacker.
-

Weather
This chapter treats in detail what chapter B only touches on. It starts by defining the important concept of Low Visibility (LV). A LV Hindrance has the same effect as a LOS Hindrance but does not negate FFMO, interdiction or residual fire. Then it explains the conditions for the onset (or stop) of rain and snow. Also treated: mist, fog (with a much more complete treatment in *Kampfgruppe Peiper*), rain and mud, snow and extreme winter. Although it is not treated in this paragraph, LV is often used by scenario designers as SSR to simulate twilight or dawn fighting.
- 

Ski troops
Besides skis this chapter also deals with winter camouflage.
- **Boats**
This is not about beach landings but about inflatable boats and rafts which allow troops to cross rivers. Only units allowed (through SSR) to build boats, or passengers, keep their fire capacity.

This chapter also contains ford rules.

- **Air support**
  Airplanes remain one of the most powerful ways to support infantry. Unfortunately their effect is random: their entry is subject to a die roll. Furthermore they need to "see" their target, which is not obvious, especially in urban or wood terrain. As a whole and in spite of their fire power their role in ASL is often reduced. There is even a rule about dogfights between enemy aircrafts but scenarios where both players receive air support are very rare.
- **Convoys and columns**
  Convoys and columns simulate troops in marching order. They can only be used through SSR, generally in scenarios involving an ambush.
-

Gliders
  Gliders enable to bring troops (and material for the Americans and British) onto the game area.
-
Paratroopers
  Parachutes are slightly less safe than gliders but allow for more flexibility on entry. They give rise to very lively (when the troopers land in the middle of the defense perimeter!) but extremely scenarios.
- **Ammo vehicles**
  An almost indispensable supplement to low ammo (circled B#) vehicles, they are easy preys whose explosion can be devastating.
-

Artillery barrage
  When an OBA module has one or more pre−registered hex the player may choose to use barrage fire. Barrage affects nine adjacent hexes instead of a circle of seven hexes. Furthermore its fire power is reduced except when it is used to place smoke. Of course barrage is not mandatory and the same pre−registered hex may be used for normal missions.
- **Creeping barrage**
  This kind of scenario−specified barrage happens whatever the drawn chit color (automatic mission) and receives automatic correction in each Prep Fire and Def. Fire Phase. Furthermore its duration is the player’s choice and does not depend on battery access.

Desert combat (F)

West of Alamein not only gives us the whole British order of battle (OB), even more complete than the on provided for *Squad Leader* in the venerable *Crescendo of Doom*, but a new terrain type as well: desert with four boards and many terrain elements (Overlays).
The range of British vehicles is probably the richest and most sophisticated in the system. Indeed, besides the numerous armored cars (71 counters with 23 different models) you will find the *Funnies*, actually Engineers armored vehicles, bridge layers (Valentine and Churchill) or fortification destroyers (AVRE with the Petard "mortar") with their specific engagement rules. Let us also mention the unavoidable Carriers and Kangaroos. Finally, besides the Stuarts, Shermans and other White Scout cars provided by the United States in the frame of the lend−lease law the UK OB hides a few typically *british* (Translator’s note: in English in the text) jewels such as the flame−throwing Churchill Crocodile, an excellent infantry support vehicle. *Alamein* actually allows the simulation of almost all Commonwealth forces actions from 1940 Norway to the last hard fights in Germany in April 1945.
Furthermore the arrival of the Pacific modules and beach landing rules will enable your Commandos to attack the German batteries in Dieppe (good luck...) or your Australians to defend the sea channel between Singapore and the malaysian peninsula against a japanese night combined assault (good luck for that, too...).

But *West of Alamein* also encompasses a very disconcerting (at first) terrain: **desert** (chapter F) and its epigones such as steppe, where armor has the place of honor. Routing rules are modified to acknowledge the lack of buildings and trees. Fortunately this is the "war without hatred" and No Quarter is generally forbidden. The smallest terrain feature then gains a huge significance, such as deirs (shallow depressions), wadis (dry rivers) or hillocks (low hills) and of course sand dunes. Fortunately the *Escarpment* overlay and the board 25 hills bring some relief onto this landscape. If you add to this the rules about sand storms, dust, morning and evening sun that blinds the combatants you'll have a good overview of this terrain of operation.

Credere, Obedere, Combatere!

West of Alamein leaves aside a rather despised belligerent: Italy. Therefore the next module *Hollow Legions* provides us for the first time with a very precise OB of Mussolini's forces and two desert boards (30 and 31). The scenarios take us onto many theaters of operation: North Africa, USSR, Sicily and Italy. Few armies have such a disastrous reputation as the Italian army, and its artillery as well as its armored vehicles are as many proofs of its lack of preparation to a large−scale european conflict. CV 33 tankettes with their ridiculous armament and not powerful enough 47 mm anti−tanks are more frequent than the excellent 105 mm Semoventes or 90 mm antiaircraft guns. When it comes to infantry this is the most mediocre in the system on a par with Axis satellites and China. However ASL is also a way of paying proper homage to the often unappreciated valor of Italian soldiers who, from Russia to Turkey, often made a far better impression than many authors have written. See for example scenario VV19 "Sur les chemins de Rome".

From the "strange defeat" to Rhine and Danube

ASL couldn't either make a miss on the French participation, even if it doesn't fascinate Americans much. One must admit that *Croix de Guerre* provides a very complete order of battle when it comes to artillery, vehicles and units organization alike. FF−17's and B1−bis are sid by side with cavalry vehicles such as the small AMR 33, the excellent AMD 178 and the unavoidable Somua S−35. The gun set is very complete as well with its "75" but also 25 mm antitanks, and guns to rare in 1940 such as the 13.2 mm twin barrel machine guns. The Vichy army, Free French Forces and 1943−1945 armed forces haven't been forgotten and they are quite properly featured with sometimes specific counters such as these 75 mm guns mounted onto semi−armored trucks by the FFL spahis. As a general rule British counters are used for FFL units, vehicles and artillery between 1940 and 1943. American guns and vehicles are used after 1943, for example in the prestigious 2ème DB. Two very useful boards (40: river and countryside, and 41: village, stream and hills) and miscellaneous overlays are provided besides counters. However one may regret the lack of DCR's or other DLM's versus Panzers scenarios. Furthermore the historical quality of scenarios featuring the French in American publications (Annuals and *The General*) are homogeneously mediocre...

Forgotten satellites?

The Pacific theater of operations is now well covered, and since the *Doomed Battalion*s module came out only Axis satellite countries are not portrayed (except infantry). Whereas most of their heavy equipment appears under other colors (Germany, Italy, Neutral Nations, France) the specific equipment of these countries, such as the Hungarian Nimrod automotive antiaircraft gun or the Rumanian TACAM tank destroyer. Treated very roughly by Germans and military historians too quick in believing german criticism alike, the unfortunate Hungarians, Rumanians and Slovakians actually proved to be good fighters, even if they didn't show the same fanatical zeal as the nazis. Unfortunately the future is quite uncertain − to this date − for AH games since their acquisition by Hasbro (Translator's note: this was written before the Hasbro−MMP deal). Hopefully it won't jeopardize the publication of the Axis satellite *March to Oblivion* (Translator's note: today *Armies of Oblivion*), after which all belligerents would be portrayed in ASL. This would give us the possibility to simulate any WWII action but also peripheral conflicts.

Pacific theater of operations (PTO) (G)

The Japanese

This is an innovation in the system: to simulate the unique fanatical boldness of the Emperor's soldiers, Japanese squads do not break. Instead they undergo step reduction: a squad that fails a morale check sees its firepower reduced. A reduced squad becomes a half−squad, which can eventually be broken. Thus, to make a Japanese squad completely inoffensive you'll have to break it three times (or roll a KIA or K#). The other side of the coin is that the longer the scenario lasts, the less Japanese firepower you'll have to face.

Japanese leaders are immune to Pin Task Checks, but if they fail a Morale Check they are wounded (or dead!). Their DRM is generally lower than for other leaders (except Finns) but they have the same benefits as Russian Commissars: accompanying troops have their morale raised by one and the Desperation Morale modifier doesn't apply.

These are not the only Japanese characteristics: they can hide more easily, can very efficiently use pillboxes, may create Heroes with the special purpose of carrying DC's... and most of all they may use Banzai charges! A Japanese equivalent to the Russian Human Wave, the Banzai Charge allows for spectacular progress in front of a previously smoked out adversary. On the other hand, on Open Ground and facing the Marines firepower, it quickly becomes suicidal in spite of a +1 morale bonus.

The terrain

Burmese jungle is quite unlike the european countryside or cities. The master trick of the designers has been to avoid introducing new terrain types by simply modifying the meaning of existing board symbols: woods become jungle (with thickness defined by SSR), brush becomes bamboo, grain becomes elephant grass (kunai), orchards become palm trees and buildings become huts. When you have acquired the "PTO reflexes", the scenarios become (almost) as fluid and easy to play as the european ones. The only innovation here are rice paddies which, since they can be in season, drained or irrigated, give rise to two rather indigestible rule pages.

The presentation of PTO ends with a specific fortification type: Panjits (split bamboo driven into the ground), and with the rules governing the transportation of guns on pack animals. The nine pages covering the underworld of caves are designed for specialists and we won't discuss them here.

Last but not least, thirteen pages are dedicated to beaches and landings. Specialist−only stuff again! They would deserve their own article...

Bulldozers

Although they are presented in Chapter G, bulldozers may be used (by SSR) on all theaters of operation.

The early US army and Marines

The 1941−1942 US army is not very powerful since it is made of 1st line (4−4−7) and conscripts (3−3−6). It mostly appears in the Philippines before June 1942. On the other hand you'll find among the Marines the most powerful squad in the system: the 7−6−8 (16 men strong), which appears since April 1944. This squad may deploy freely during setup, and later in the game if it passes a task check, into two 3−4−8. One must admit you really need that you want to storm such tough troops as the sons of the Rising Sun!

The Chinese

The Chinese come in two flavors: Chang Kaï Check's G. M. D. Nationalists and Mao's Reds. Whereas the infantry counters are different (partisans are used to portray the reds), both use the

same material and share some characteristics: possibility of human waves and dare−death squads able to furiously charge (berserk) the enemy...

Design your own (H)

The first six pages of chapter H describe a rather complex purchase procedure for the various troops. Better will be to check the organization tables for the units that actually took part in the battle (for historical events) or the purchase tables given in the various campaign sets published either by Avalon Hill (Translator's note: now by MMP; thank you so much for Tarawa and A Bridge Too Far!) or third−party publishers. The much more important second part (over 130 pages to date) describes in detail all vehicles and ordnance used in the system. The various notes describe the armament and special characteristics of each vehicle. It is strongly advisable to check chapter H before playing a scenario.

Campaign games (O, P, Q, R and T)

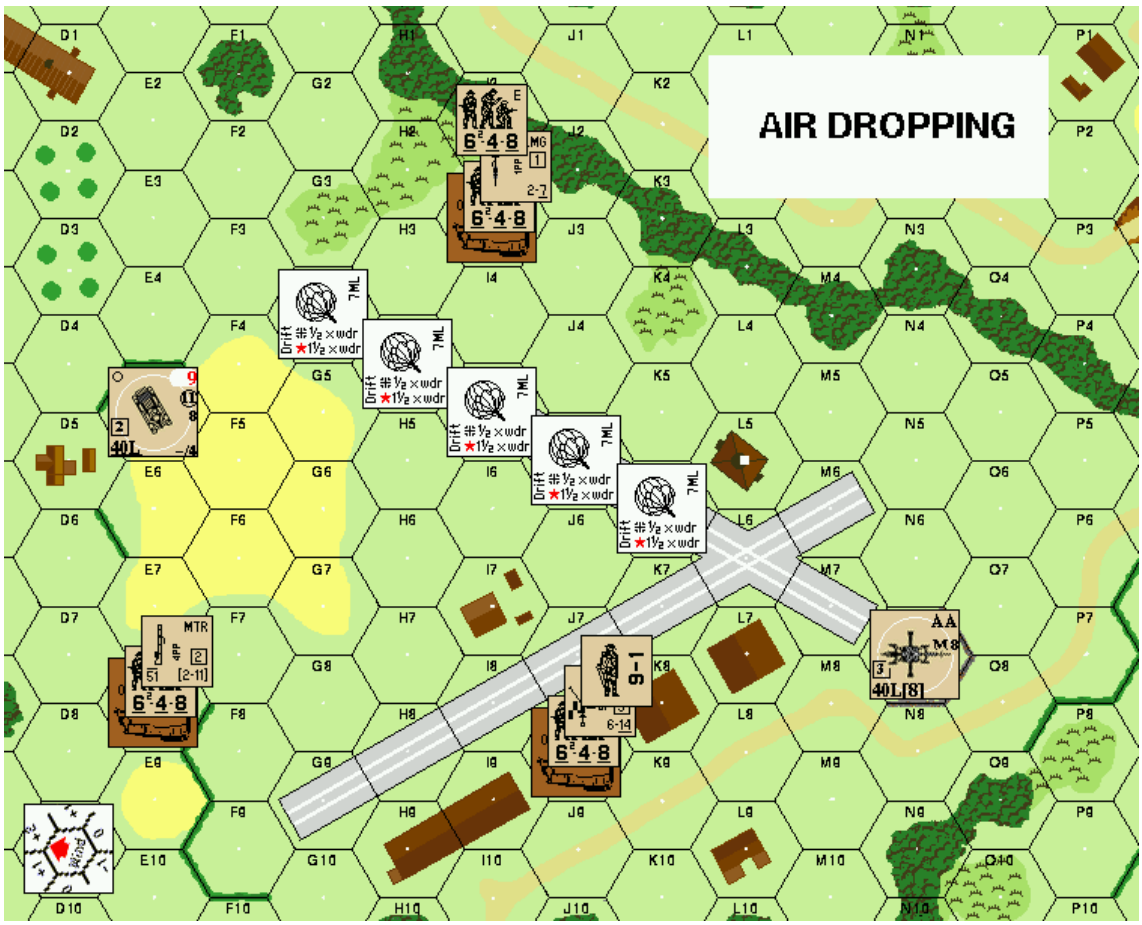
So you've had an overview of the whole system. Well, that's what you think! Of course not: AH adds even more to it with the campaign sets. Campaign games are chained scenarios with two main specific ingredients:

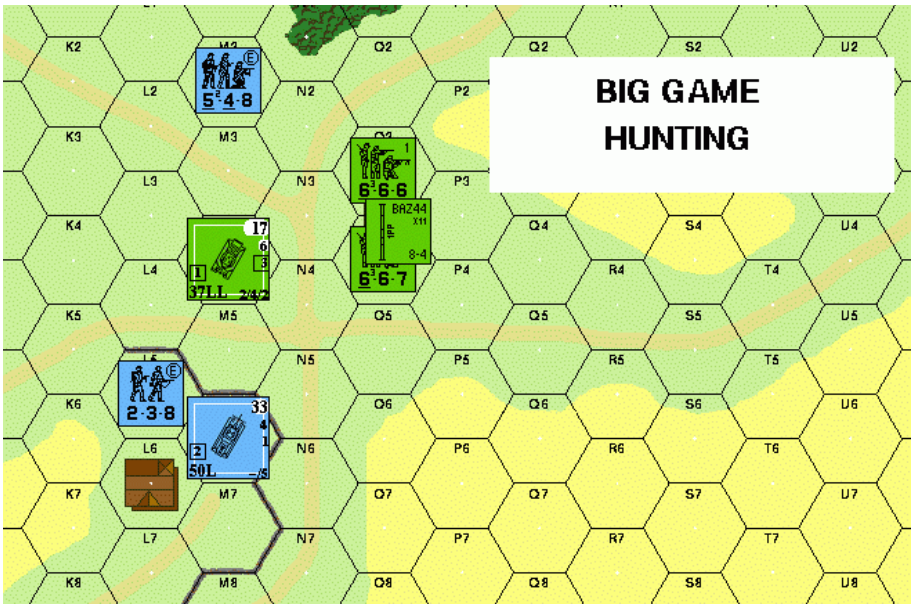
- **a geomorphic map of the area**
  AH campaign modules are called historical modules. As such, each module contains a specific map of the battle area (four to date) (Translator's note: make that six), often beautiful and reproduced from aerial photographs (and actual visits to the place!) , such as the Red Barricades factory or the Benouville bridge, obviously coming with rules about specific terrain. The final price naturally feels the effect of such a production, and when it comes to the general interest, feelings are mixed (campaign games are very long and complex).
- **A series of rules** governing the flow from one scenario to the next and the selection of entering units.
  First you'll have some housekeeping to do at scenario end, to reorganize or recall the surviving units, and then purchase the reinforcements that will take part in the next scenario. The first interest of a campaign game is to make the "last turn charges", where one player sacrifices half his OB to take the VC building, less attractive. However, the most interesting part is in the strategical thinking required in the purchase phase.

Solitaire game (S)

There are two ways to play solitaire ASL. Choose a scenario and play both sides in turn: that's what many players do. But that would have been too easy! The other way is to select on of the missions from the module *Solitaire ASL* and let the system manage the enemy (admittedly with some talent). Guaranteed fog of war, but besides the ASL rules you'll have to swallow the 22 pages of the module. For isolated players, it might be worth a try.

That's it! A few days and about 5000 French francs later, here you are, facing the whole system. Still missing: axis minors vehicles and ordnance, general campaign rules and play−by−(e)mail games... In the meantime the *Platoon Leader* rules − published by Critical Hit − may be used for campaign games, although they are far from perfect. Besides, Keith Larson published on the 'Net an excellent play by mail system (Translator's note: must be the On My Honor rules, which you can find at http://tigertank.com/aslcrossroads/begin/honor.htm). Anyway, with eleven modules, four historical modules, a solitaire module and a few hundreds of published scenarios to date, ASL brings to you a whole life worth of tactical combat!


AIR DROPPING


BIG GAME
HUNTING

AIR DROPPING

This example is freely adapted from « Vous descendez à Malème » (*Tactiques* magazine, now available in English as "Dropping Off at Maleme?" from the Coastal Fortress Gaming Group http://members.home.net/ssvare/CFGG/Pages/Tactiques.html).

The British must defend the airfield on board 14, while the Germans must take it. In order to disorganize the British defense, the German player decides to parachute in a Stick, without leader or support weapons, directly over the runway before any setup in 14I5. Let's follow this dropping.

Rally Phase: although there's no wind, its direction must be determined. A dr of 3 with respect to the British sniper yields wind coming from the southeast.

No **Prep Fire Phase**.

Movement Phase: The Germans roll a dr: 2, so the initially chosen drop point will be used. If the dr had been ≥ 4, a second dr would have been required to determine on which board the dropping actually takes place (for example 1, 2 or 3: board 14, 4, 5, 6: board 11), then the drop point would have been decided by random selection. Thus, we see that there is about 50% chance for our paratroopers to land near the expected hex. In our case the parachutes will be placed on 14G4, H4, I5, J5, K6. For every parachute a drift DR must be rolled. Here the DR is divided by 2 (FRU) because these are German paratroopers (Russian paratroopers have a 1.5 DR (FRD) drift). The DR are as follows: G4 6/2 → F3, H4 1/2 → H3, I5 2/4 → K4, J5 1/6 → J2, and finally K6 2/4 → M5. Since there is no wind, no further drift takes place. Then defensive fire is endured (inherent FP and light support weapons only) with a −2 DRM for hazardous movement. The only possible target for the squad in E8 is F3 because aerial distance is twice the normal distance. 2FP −2, DR 5/3, no effect since paratroopers cannot be pinned. I3 fires upon H3: 6FP \2, DR 2/2, KIA and the parachute is eliminated. I7 fires upon E3, 2FP \2, DR 5/3, no effect. J8 fires upon K5, 8FP \3, DR 4/2, K#2 and the HMG loses ROF. The squad is reduced to a half−squad that must roll a 2MC. DR 3/4, the half−squad is broken. The gun in N7 turns to fire upon F3 using IFE: 8FP 0 (−2 hazardous movement, +2 two hexspines CA change), DR 6/5 no effect. Then the paratroopers are placed on the board. Those landing in the woods must pass a MC, the other ones a NTC. Should they fail the Task Check, they are deployed into 2 half−squads. The defender then performs its final fires, only the Matilda may still fire.

Advancing Fire Phase, Rout Phase and Advance Phase: the paratroopers may not accomplish any action and they are placed on the board. The Germans are represented by 2−2−8's for the squads and 1−2−7's for the half−squads because they still have to find their weapons. By the way, what is the CCV of an weapon−deprived paratrooper?

BIG GAME HUNTING

If infantry can't destroy an armored vehicle from a distance − but it could break or even eliminate an exposed crew − it nevertheless has a few available weapons that could do the job. These are the Anti−Tank Rifles (ATR) and the more useful rocket launchers that replace the former since 1943. Let's notice that the Red Army still makes a massive use of ATR's in 1945. In Korea the Russian anti−tank rifles − or "Buffalo Guns" as they were called − will still prove to be formidable foes against the side and rear armor of the light US M24 Chaffee tanks.

ATR's are easy to used weapons covered by C13.2. An ATR uses Table C3 to hit and C7.31 to kill, with a 12 hex range and a little more power at close range. Notice that Italian, Japanese, Russian and a few other types are a little above average because of their 20 mm caliber. An ATR may be used as well against an AFV as against a shielded gun (C13.23) or infantry (C13.24), although its effect is more limited in the latter case. A Leader may direct ATR fire (C13.25). It is a very efficient weapon against vehicles with 0 or 1 armor factor, but also against more heavily shielded targets provided one fires from the less well protected rear or sides. Thus Russian ATR's have a good chance to destroy a PzKpfw III or IV, or a StuG. Furthermore, never forget that Deliberate Immobilization can be quite convenient at short range, even from the front (C5.7). However, against a Panther or a Tiger, prayer is more efficient than an ATR...

Let's take advantage of this space to remind players that any weapon in the system may be used against tanks. This may be obvious for flame−throwers or demolition charges, but it is true for even a light machine gun as well. Of course, trying to stop a Panther with a sub−machine gun is rather hopeless but a mortar (even a mere 50 mm tube) will be a different story. Take a look at Table C1.55 and the IFT, add the ROF and a good acquisition to that, and you'll get interesting results, especially against Open Top vehicles. Regarding machine guns, they enable you to get rid of half−tracks and other weakly armored (0) tankettes with a To Kill of 4 (raising to 5 or more at close range, see Table C7.31).

But all these weapons remain largely inferior to bazookas, PIAT's and other Panzerfausts. The main weakness of anti−tank rockets is their short range... compensated by their destruction potential. No western and very few Russian tanks (heavy IS−2m and IS−3 tanks) can survive a Panzerfaust (PF) or Panzerschreck rocket. These weapons are generally portrayed by a counter except the PF that is inherent to German squads after September 1943. Its use is random (see the example) for the firer as well as for the target. All rocket launchers share the same fragility and dangerous use in closed locations. The only exception to this is the British PIAT, actually a spring−driven anti−tank mortar. Unfortunately it slightly lacks firepower...

This account would not be complete without mentioning magnetic mines, reserved (historically) to, you guessed it, German Infantry from 1944 on. To make it simple, let's say that they are not always available (see C13.7) but they can destroy the heaviest juggernaut when used in close combat: they add a −3 DRM. In the end, a squad with a close combat value of 5 (see A11.11) will immobilize the tank on a DR of 8, destroy it between 5 and 7 and change it into a burning wreck on 4 or less. The Allies have some devices governed by similar rules, such as the Gammon C4 bombs used by English paratroopers around Pegasus Bridge.

ROCKET FIRE

A US M5 is located in M4 wit L4−M5 VCA/TCA, a 6−6−7 with a BAZ44 is in O4 and a 6−6−6 in O3. A PSW 234/2 is in M6 with N5−M5 TCA, a 2−3−8 is in L7 and a 5−4−8 in M2. Only rocket fire is played in this example.

In the US Prep Fire Phase, the 6−6−7 may fire upon the PSW. The Basic To Hit is 7 (see the back of counter) but a +2 DRM applies (C13.8 Backblast). A Leader might apply his DRM as well. The 6−6−7 may also use desperation fire (C13.81) with a consequent 1 FP attack against itself. Finally, since the PSW is behind the wall (Hull Down, D4.2: any hull hit − colored dr ≥ white dr − just hits the wall) it makes more sense to leave it to the M5.

The US player may decide to attack the 2−3−8 in L5. Indeed, shaped−charge weapons (SCW) may be used against troops in buildings, pillboxes, rubble or behind walls (C8.31). The final To Hit must be 5 or less as the wall gives a +2 TEM. If a hit is scored, it is resolved with 8FP as indicated on the counter backside (see C8.31 as well). The BAZ may not be used against the 5−4−8 in M2 because this unit is in the woods.

In the Defensive Fire Phase, the Germans reply with their Panzerfausts (PF). These weapons have a 2−hexes range in 1944, so the 6−6−7 in O4 is safe. The German player decides to have the HS fire upon the M5. He rolls a *PF Check* (C13.31). A dr ≤ 3 means a PF is available, but a +1 drm applies since the unit is only a half−squad. Thus it may fire if the original dr is 2 or less, has no fire opportunity if the dr is between 3 and 5, and it becomes Pinned on an Original 6 (C13.31). If the HS can fire, the Final To Hit must be 5 or less since the M5 is a small target (front armor printed in a white dot). A 12 DR is a dud, but it means Casualty Reduction for the firer as well (C13.36). If the PF hits, the tank is destroyed and burns on a DR of 11 or less... indeed a PF has 31 TK, and the M5 front armor is 6, for a final TK of 24 with two dice... (25 is a Shock or an Immobilization depending on the hit location). The PF is considered as malfunctioning on a TK DR of 12.

Let’s imagine that the M5 has been destroyed by the 2−3−8 fire. The squad may then attack the 6−6−6 in O3. The German player rolls a PF Check with a +1 drm since the target is not a tank (C13.31). The dr is 4 for a final 5 dr: no opportunity to fire a PF. But the 5−4−8 may fire two Panzerfausts if it doesn’t use its inherent FP. The German player attempts a second PF Check, which he passes. The target is two hexes away (To Hit 6) in a house (+2 DRM) for a final 4 To Hit. If the PF hits, the 6−6−6 is attacked with 12FP with no modifier.

EXTENSION

AUX PORTES DU REICH

Campagne Advanced Squad Leader

EN automne 1944, les Alliés livrent une difficile bataille pour la ville d'Aachen, en Allemagne. *Aux portes du Reich* est une campagne *ASL* complète pour simuler les combats pour Aix-la-Chapelle.

Par Jean-Luc Béchennec, Jean Devaux et Philippe Naud

Aux portes du Reich retrace la contre-attaque de la Panzer-Brigade 108 pour briser l'encerclement d'Aix-la-Chapelle. Cette campagne est destinée au jeu tactique ***Advanced Squad Leader*** (Avalon Hill) et elle utilise les règles du module ***Red Barricades*** (RB), à l'exception des modifications ci-dessous. Certaines règles de RB sont supprimées [**S**], d'autres sont remplacées [**R**], modifiées [**M**] ou enfin ajoutées [**A**]. Dans la règle, la campagne *Aux portes du Reich* est abrégé en **PR**.

Les règles RB utilisées sans modifications pour la campagne sont mentionnées par [RB]. Les références faites ici aux règles des chapitres *ASL* sont précédées de la lettre correspondante. Les autres références sont relatives aux règles de PR. Enfin, les références au chapitre O faites à des règles du chapitre O qui sont remplacées pour PR sont des références aux règles de PR. La numérotation des règles de RB a été conservée ; les joueurs peuvent ainsi marquer d'une puce les règles de RB modifiées puis suivre ces dernières, les puces renvoyant aux règles de PR.

Les tables de PR sont personnalisées en fonction de la nationalité et donc simplifiées (les drm/DRM et notes spéciales dépendant de la nationalité sont directement intégrés dans les tables).

Note pour les joueurs ne pratiquant pas *ASL* : les règles suivantes — comme les règles de base d'*ASL* — utilisent un style et un « verbiage » très technique et particulier. Les lecteurs ne pratiquant pas *ASL* n'y trouveront pas plus d'intérêt que la lecture du code civil... Nous espérons que le thème de cette campagne leur donnera éventuellement envie de découvrir ce jeu fabuleux.

Règles de campagne

11.11 - Entre les scénarios : [RB]
11.12 - Disparus au combat : [RB]
11.13 - Jeu en équipe : [R]
Aux portes du Reich est bien adapté au jeu en équipe. Dans chaque camp, l'un des joueurs peut commander l'infanterie et les canons, et l'autre les blindés.
11.14 - Tableau d'achat : [RB]
11.15 - Intercalaire : [S]
11.2 - Définitions et abbréviations : [M]

● **CG day : [R]**
Une référence à un CG Day dans les règles RB doit être interprétée comme une référence à un CG Scénario, c'est-à-dire à une demi-journée du CG pour PR. De même, toute autre référence à un « Day » doit être comprise comme une référence à un scénario ; c'est par exemple le cas du Daily max. apparaissant dans les RG Chart qui doit être compris comme Scénario Max. La campagne PR est composée de **5** CG Days / CG Scénarios.

● **CG Roster :**
RB : lire PR.
Shore hex : [S]
Stone Location : [M]

Groupes de renfort américains

Eléments renforcés des 119th et 120th Infantry Regiments

ID	Composition	Type	Coût	Max. Sc 1	Max. Sc 2	Max. Sc 3	Max. Sc 4	Max. Sc 5	Max. Camp.
A1	2 Avec bombes	P-47 FB ❶	10	NA	NA	1	1	2	2
A2	1	Piper Cub ❷	2	NA	NA	1	1	1	1
I1	3 1	Section d'infanterie ❸	3,5	3	2	2	1	2	8
I2	3	Section d'élite ❸	4	2	2	2	1	2	6
I3	3 3	Section du Génie ❸	8,5	NA	NA	1	1	1	2
S1	6 1 2 3	Section d'appui ❹	12	1	1	1	1	1	3
S2	2 2	Groupe de MG	4	NA	1	2	1	2	3
S3	2 2	Groupe de HMG	6	NA	1	1	1	1	1
G1	2 2	Groupe de MTR	6	NA	1	1	1	1	1
G2	2 2	Groupe AT	6,5	NA	1	NA	1	NA	1
O1	80 mm+	❺	13	NA	1	1	1	1	2
O2	100 mm+	Art. de Campagne ❺	16	NA	NA	1	1	1	2
O3	150 mm+	Art. lourde ❺	23,5	NA	NA	1	1	1	1
C1	3	Chars légers ❻	13	NA	NA	1	1	1	1
C2	1 1 1	Chars moyens ❻	22	NA	NA	1	1	2	3
C3	2	Section de TD ❻	13	NA	NA	1	1	1	1
C4	1	TD lourd ❻	8,5	NA	NA	1	1	1	1
SAN	+1	Sniper	2	1	1	1	1	1	4
F	PAF 10	Fortifications	1	1	1	1	1	1	2

❶ Ce groupe entre avec un drm de -1 et est limité à 2 tours.
❷ L'achat d'un groupe O2 ou O3 est nécessaire pour acheter A2
❸ Le joueur jette un DR sur la table des Leaders pour chaque groupe I acheté.
❹ Les 3x(346+LtMTR) peuvent être échangés contre un OBA de 60mm+ (US Ordnance Note 1).
❺ La radio ne peut pas être échangée contre un téléphone.
❻ Le joueur jette un DR sur la table des Armor Leaders pour chaque groupe C acheté. Les équipages de ces blindés ne peuvent abandonner volontairement leur véhicule.

Supprimer l'avant-dernière phrase qui est relative au nombre de Stone Location que l'on trouve sur la carte de RB.

● **Strategic Location** : [M]

Ajouter les définitions suivants : Bridges - Crag 24D7 - Bois 24F2 - Carrefour 24Y2 - Tranchées - Roadblocks - Véhicule immobile non abandonné avec un MA ≥ 20 mm (ou un FT) en ordre de marche - Canon non attelé, servi en ordre de marche.

Un foxhole n'est pas une Strategic location.

● **Victory Location** [A] :

Ce sont les Locations de bâtiments (bois et pierre) contrôlées par le joueur à la fin d'un scénario. Chaque joueur peut marquer les Victory Location qu'il contrôle au cours de chaque CG Scénario.

11.3 - Scénarios de la campagne [M]

Les paramètres du premier scénario sont précisés sur la fiche de présentation.

11.31 - Equilibre [M]

Premier scénario :

Les Allemands reçoivent 4 PAC de plus.

Les Américains reçoivent 2 PAC de plus.

11.32 - Campagne

Par scénario gagné, chaque joueur déduit 2 PAC du total auquel il a droit.

11.4 - Règles spéciales [M]

CG1 - Carte [M]

L'ensemble de la campagne se joue sur les rangées A - Y des cartes 24, 20 et 22.

CG2 - SSR [M]

Les équipages des chars et des canons autopropulsés ne peuvent pas quitter volontairement leurs véhicules.

CG3 - Conditions atmosphériques [M]

Pour tous les scénarios, les conditions atmosphériques sont Humides (*Wet*), sans vent au début du scénario.

CG4 [M]

A la fin de chaque phase de CC des tours 5, 6 ou 7, l'attaquant lance un dé. Le scénario s'arrête sur un dr de 1 au tour 5, sur un dr inférieur ou égal à 5 au tour 6 et sur un dr inférieur ou égal à 6 au tour 7.

CG5 - Canons : [M]

Les MG ne peuvent pas non plus faire de *Bore-sight*.

CG6 - OBA [M]

Il n'est pas possible d'acheter de Field Phone. Les Américains peuvent acheter un avion d'observation.

CG7 - Modifications du terrain : [M]

Le cours d'eau de la carte est asséché pour toute la campagne.

CG8 - Snipers [M]

Un seul pion Sniper est utilisé pour chaque camp.

CG9 - Renforts - Zones d'entrée [M]

Chaque RG d'Infanterie et d'AFV acheté pour le CG Scénario courant [EXC: 11.6194] ainsi que les unités volontairement gardées hors-carte comme renforts entrent au/après le tour 1 pendant ce scénario. La totalité des unités ou bien une partie, ou encore aucune, (les unités des RG considérées individuellement comprises) peut entrer à chaque tour [EXC : voir 11.6205 pour les Leaders].

● Les Américains entrent par le nord des cartes **20** et **22**.

● Les Allemands entrent entre A et O par le bord est de la carte 24.

CG10 - Renforts conservés : [RB]

CG11 - Fanatisme : [S]

CG12 - Comissaires : [S]

CG13 - Sortie de la carte : [RB]

CG14 - Massacre : [S]

CG15 - Dissimulation : [RB]

CG16 - Divers : [RB]

CG17 - Auto ralliement : [RB]

CG18 - Utilisation des égouts : [A]

L'utilisation des égouts n'est pas possible.

CG19 - Toits : [S]

L'utilisation des toits n'est pas possible.

CG20 - Caves : [S]

CG21 - Les caves ne sont pas en jeu, toutefois O6.62 s'applique pour les blindés qui entrent dans un bâtiment, quel que soit la taille de ce bâtiment.

CG22 - L'interrogation des civils est possible. Les Allemands sont en pays **ami** et les Américains en pays **ennemi**.

11.5 - Scénario initial : [S]

Conditions de victoire

Les Américains gagnent la campagne si, à la fin de celle-ci, ils ont 1,5 fois plus de points de victoire que les Allemands.

Le contrôle d'une Building Location sur la carte 20 donne 1,5 VP. Le contrôle d'une Building Location sur la carte 22 donne 1 VP.

De plus, chaque Casualty VP donne 1 VP; les prisonniers comptent double.

Au début de la partie, les Américains contrôlent l'ensemble des cartes 20 et 22. Les Allemands contrôlent les hex. de leur zone d'entrée.

Groupes de renfort allemands

Eléments de la Panzer-Brigade 108 et du sPz-Abteilung 506

ID	Composition	Type	Coût	Max. Sc 1	Max. Sc 2	Max. Sc 3	Max. Sc 4	Max. Sc 5	Max. Camp.
I1	3 + 1 + 1	Sect. ❶❷❸ d'infanterie	3	2	2	1	1	1	4
I2	3	Sect. ❶❷❸ d'élite	4,5	3	2	1	1	1	4
I3	3 + 3 + 1	Sect. ❷❸❻ de pionniers	9	1	2	1	1	1	3
S	2 + 1 + 1	Groupe de MG ❷	3,5	1	2	2	1	1	5
G1	2	Groupe de MTR ❷	6	NA	1	1	1	1	1
G2	2	Groupe antichar ❷	8,5	NA	NA	1	1	1	2
G3	2	Groupe antiaérien ❷	6,5	NA	NA	1	1	1	2
O	120 mm+	Art. de MTR de Btn ❹	12,5	NA	1	1	1	1	1
C1	2	Section de chars 1 ❺	14,5	NA	2	1	1	1	3
C2	2	Section de chars 2 ❺	18	NA	2	1	1	1	2
C3	2	Section de Tiger ❺	21	NA	1	1	1	1	1
H1	3	Section de SPW	9,5	2	2	1	1	1	5
H2	2	Section de MTR	9	1	1	1	1	1	1
H3	2	Section d'appui	9	1	2	1	1	1	2
H4	2	Section AA 1	10	2	1	1	1	1	2
H5	2	Section AA 2	9	NA	NA	1	1	1	1
H6	2	Section AA 3	11	NA	NA	1	1	1	1
SAN	+1	Sniper	2	NA	1	2	1	1	4
F	PAF 10	Fortifications	1	NA	NA	2	1	1	4

❶ Les 5^2-4-8/4-4-7 ont Assault et Spray Fire

❷ Les unités allemandes ont des PF44 inhérents.

❸ Le joueur jette un DR sur la table des Leaders pour chaque groupe I acheté.

❹ La radio ne peut pas être échangée pour un téléphone.

❺ Le joueur jette un DR sur la table des Armor Leaders pour chaque groupe C acheté. Les équipages de ces blindés ne peuvent abandonner volontairement leur véhicule.

❻ Les 8^2-3-8/3-3-8 sont Assault Engineer et Sapeurs. Ils ont un Moral souligné.

11.6 - Phase de récupération : [RB]

11.601 - Fin des mêlées : [RB]

11.602 - Retrait des marqueurs : [RB]

11.603 - Détermination du gain et ralliement : [RB]

11.6031 - Détermination du gain : [RB]

11.6032 - Ralliement : [RB]

11.604 - Encerclement et champs de mines : [RB]

11.605 - Détermination du périmètre : [M]

11.6051 - No Mans Land : [RB]

11.6052 - Marqueurs de contrôle : [RB]

11.6053 - Bords de carte : [RB]
11.6054 - Marqueurs de périmètre [M]

Chaque camp place maintenant ses marqueurs de Périmètre, un par un, au ground floor des Strategic Locations qu'il contrôle. Les deux camps procèdent soit en même temps, soit l'un après l'autre, dans un ordre quelconque, au placement de leurs marqueurs de Périmètre. Lorsque chaque marqueur de Périmètre est placé, il doit pointer vers une Location contenant un Marqueur de Périmètre ami situé à une distance ≤ 10 hexagones.

Le tracé du Périmètre entre ces deux Marqueurs suit soit directement une (Alternate) Hex Grain, soit successivement une Hex Grain et une Alternate Hex Grain. Dans ce dernier cas, l'hexagone où se rencontrent l'Hex Grain et l'Alternate Hex Grain doit être le plus proche de la ligne directe que l'on tracerait sans tenir compte des (Alternate) Hex Grain et doit être situé à l'intérieur du périmètre qui serait délimité par cette ligne directe.

11.6055 - Réajustements : [RB]
11.6056 - Poches : [RB]
11.6057 - Poches en étage : [RB]
11.6058 - Poches de bord : [RB]
11.6059 - Contrôle : [RB]
11.606 - Isolement : [M]
11.6061 - Effet sur les unités : [RB]
11.6062 - Effet sur le contrôle : [RB]
11.6063 - Evasion des unités isolées [M]

DR Final	Infanterie	Blindé
≤ 8	Evasion	Evasion
9	Evasion - Remplact	Evasion
10	Evasion - Réduction Equipage s'évade	Abandon
11	Evasion - Remplact - Réd. (Equipage éliminé)	Abandon
≥ 12	Elimination	Elimination

DRM
+ x (Armor) Leader / Heroic DRM (NA aux SMC seuls)
– 1 Allemand
– 1 SMC seul non blessé
– 1 A moins de 2 hex. d'un hex. ami non isolé
– 1 Adjacent à un hex. ami non isolé
+ 1 Par HS équivalent > 1HS utilisant le même jet
+ 1 Par PP excédant 1PP
+ 2 Encerclé
+ 2 Blindé capturé

11.6064 - Résultat de l'Evasion : [RB]
11.6065 - Modification du périmètre : [RB]
11.6066 - Tracé du périmètre [M]

La procédure de détermination du Périmètre est maintenant terminée. Les deux camps doivent maintenant dessiner leur périmètre sur une photocopie de l'aire de jeu en format réduit correspondant au CG Scénario en cours.

Une carte du terrain de la campagne est disponible au dos de la planche de pions de ce numéro de *VV*.

11.607 - Nettoyage de la carte : [RB]
11.608 - Prisonniers : [RB]
11.609 - Extinction des incendies : [RB]
11.610 - Chefs blessés : [RB]
11.611 - Endurcissement et promotions : [M]
11.6111 - Recombinaison : [RB]
11.6112 - Heros et MMC [M]

DR Final	Nombre de MMC	DRM
≤-1	5	– 3 Le camp a gagné le scénario.
0	4	– 1 Allemand
1	3	– 1 Par tranche de 20 CVP accumulés par ce camp lors du scénario précédent.
2-3	2	
4-5	1	
(≥6	0	

11.6113 - Leaders : [M]

Type	DR Allemand	DR Américain	DRM
10-2	≤2	≤2	– 2 Le camp a gagné le scénario précédent. Le joueur peut soit ignorer ce DRM soit utiliser un DRM de – 1.
9-2	3	3	
9-1	4	4	
8-1	5	5-6	
8-0	6-7	7-8	
7-0	8-9	9-10	
6+1	10-12	11-12	

11.6114 - Promotion issue du rang : [RB]
11.612 - Nouveau scénario et ajustement du SAN [M]
11.6121 - Nouveau CG day : [RB]
11.6122 - Ajustement du SAN : [RB]
11.6123 - L'achat de Bobby Traps n'est pas possible.
11.613 - Réparations et Achats : [M]
11.6131 - AFV [RB]

dr final	Effet	drm
		+ x Suivant Armor Leader.
≤ 2	Mobile	+ 1 Non qualified use uniquement.
≥ 3	Sans changement	+ 1 Isolé.
		+ 1 Equipage inexpérimenté.
		– 1 Américain.

11.6132 - Armes de soutien [M]
Une arme de soutien qui, à la fin du scénario, se trouve dans une Location sans infanterie est éliminée.

dr final	Effet	drm
		– 2 Montée sur véhicule.
≤ 2	Réparée	+ 1 Non qualified use uniquement.
≥ 3	Eliminée	+ 1 Isolé.

11.6133 - Echange MGs de blindés : [RB]
11.6134 - FT/DC : [RB]
11.6135 - Equipement capturé : [RB]
11.6136 - AFV capturés : [RB]
11.6137 - Munitions spéciales : [RB]
11.6138 - Low Ammo : [RB]
11.614 - Retrait des blindés : [M]
11.6141 - Recall : [RB]
11.6142 - Retrait pelotons blindés : [S]
11.6143 - AFV Isolé : [S]
11.615 - Enlèvement fortifications : [RB]
11.6161 - Achats [M]
En début de campagne :

– les Allemands bénéficient de 160 PAC;
– les Américains bénéficient de 175 PAC.

Lors de chaque phase d'achat, le joueur dispose du nombre de points d'achat (PAC) indiqué ci-dessous.

Scénario	Allemand	Américain
1	40	20
2	60	20
3	30	40
4	20	50
5	10	40

11.6162 - Modification du tableau d'achats : [RB]
11.617 - Gain/Perte d'ELR : [S]
11.618 - Détermination des conditions atmosphériques : [S]
11.619 - Achat des groupes de renfort [M]
Voir les tables d'achat de renfort.
11.6193 - Plein/Diminué : [S]
11.6194 - Placement sur carte [M]
a. Aucun groupe de renforts ne peut commencer sur carte.
b. L'achat de réserves n'est pas possible.
c. L'achat de blindés enterrés n'est pas possible.

11.620 - Puissance des groupes de renfort, Armes de soutien et Leaders [M] : voir table des achats
11.6201 - Infanterie et AFV : [S]
11.6202 - Armes de soutien : [S]
11.6203 - HW et MOL : [S]
11.6204 - OBA [M]
Les Américains ont systématiquement « Plentyful Ammo ». Les Allemands ont systématiquement « Scarce Ammo ».
11.6205 - Leaders (Groupes I) : [M]

DR Final	Allemand	Américain	AFV
≤ 1	10-3	10-3	10-2
2	10-2	10-2	10-2
3	9-2	9-2	9-2
4	9-1	9-1	9-1
5	8-1	8-1	8-1
6	8-0	8-1	—
7-8	7-0	8-0	—
9	7-0	7-0	—
10	6+1	6+1	—
≥ 11	—	—	Inexperimenté

DRM
– 1 Toutes les unités du groupe sont « Elite »
– 1 Pionniers allemands et Génie US.
+ 1 2ème lignes

11.6206 - Commissaires : [S]
11.6207 - Armor Leaders : [S]
11.621 - Achat de fortifications : [M]

Type	Coût en FPP
Foxhole	1/2/3
Trenchée	7
Roadblock	10
Bât fortifié	10 par location
HIP	US#
?	1
Mines AP	1 par facteur
Mines AT	3 par facteur
Set DC	10

L'achat de mines suppose la présence sur carte d'au moins un groupe de pionniers (Allemands) ou de Sapeurs (Américains).

11.622 - Reconnaissance : [S]
11.623 - Détermination de l'initiative [M]
Les Allemands doivent choisir « Attack » pour les scénarios 1, 2 et 3.
Les Américains doivent choisir « Attack » pour les scénarios 3, 4 et 5.
Le scénario 3 est donc une « Dual Attack » et il n'y a pas de jour « Idle ».
11.6234 : [M]

Le deuxième scénario est un scénario de nuit, avec Scattered Clouds, Demi-lune et NVR de base de 3. L'Américain est défenseur et l'Allemand attaquant.

Pour ceux qui ne souhaitent pas jouer ce scénario de nuit, il est possible de le jouer « de jour » avec une LV hindrance de **+ 2**.
11.6235 - Gain du scénario [M]

Lors d'un scénario attaque contre défense, l'attaquant gagne s'il a obtenu 1,5 fois plus de VPs que son adversaire.
Dans le scénario de « Dual Attack », c'est celui qui a obtenu le plus de VP qui gagne.
11.624 - Vent et placement des unités : [M]
11.6241 - Vent : [RB]
11.6242 - Placement unités isolées : [RB]
11.6243 - Retrait des marqueurs Ammo Shortage : [RB]
11.6244 - Placement des unités non isolées : [RB]
11.6245 - Reconnaissance : [S]
11.625 - Début du scénario : [RB]

Et voilà, c'est fini, vous êtes paré pour vous lancer dans la bataille d'Aachen. Bonne campagne et que le meilleur gagne ! ❐

Rermerciements à Franck Esquin pour les tests.

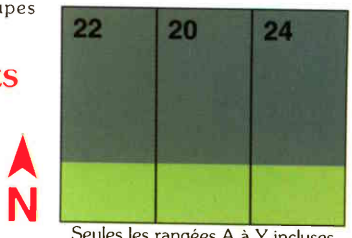
CAMPAGNE
ASL/VV 1

AUX PORTES DU REICH

BARDENBERG, ALLEMAGNE, le 9 octobre 1944

A la fin de l'été 1944, la situation des Allemands sur le front Ouest semble désespérée. Pour la première fois depuis le début des hostilités, le sol allemand est sérieusement menacé par les Alliés occidentaux, en l'occurence la 1re Armée américaine de Hodges, en position à l'est de Liège. Le 2 octobre, les GIs attaquent la ligne Siegfried dans le secteur d'Aix-la-Chapelle. Le Westwall est percé et les assaillants commencent l'encerclement de la ville. Si Aachen a une valeur militaire nulle, il n'en va pas de même de son importance symbolique. Goebbels la présente comme le « Stalingrad » allemand et tout les renforts disponibles sont envoyés sur place. Les fantassins américains des 1st et 30th Division continuent néanmoins leur avance, malgré les premières contre-attaques ennemies. Le 9 octobre, une compagnie du 119th Regiment de la 30th Division, en position à Bardenberg, gros village au nord d'Aix, voit approcher plusieurs semi-chenillés allemands venant de l'est. Il s'agit de l'avant-garde de la Panzer-Brigade 108 qui a pour mission de prendre le village afin de couper de leurs arrières les troupes américaines encerclant Aix.

PLACEMENT DES CARTES



Seules les rangées A à Y incluses sont jouables sur les 3 cartes

CONDITIONS DE VICTOIRE

Le joueur allemand gagne le scénario initial si, à la fin, il contrôle le bâtiment 20H3.

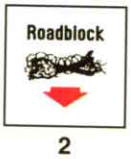
BALANCE

✤ Ajouter 4 PAC.
☆ Ajouter 2 PAC.

☆ Les Américains se placent en premier	✤ 1	2	3	4	5 ①	6 ⑤	7 ⑥	FIN
✤ Les Allemands se déplacent en premier								

Eléments du 119th Regiment de la 30th Division [ELR : 4]
se placent au niveau du sol sur la carte 20 (SAN : 3) :

3 6 6 2 3 2 10



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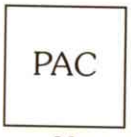

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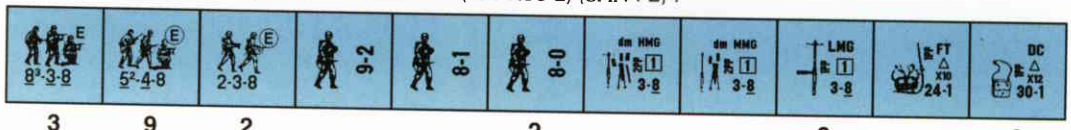
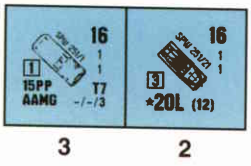
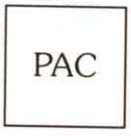
Eléments de la Panzer-Brigade 108 [ELR : 3]
entrent au/après le tour 1 par la zone allemande (voir RSS 2) (SAN : 2) :



3 9 2 2 3 3



3 2



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Conception de la campagne : Jean-Luc Béchennec, Jean Devaux et Philippe Naud

REGLES SPECIFIQUES

1. Les conditions météo sont *Wet*, sans vent au début.
2. Les renforts américains entrent par le bord nord des cartes 22 et 20. Les Allemands entrent par les hexagones 24I1 à 24Y1 inclus.
3. Les équipages des chars et des canons autopropulsés [EXC : SPW 251/2] ne peuvent pas abandonner volontairement leur véhicule.
4. A partir du tour 5, je joueur américain jette un dr à la fin de son tour de joueur. Si le dr est ≤ au nombre cerclé situé dans le marquage de tour, le scénario s'arrête.

EPILOGUE

Les GIs du capitaine Simmons repoussent l'assaut allemand sous une pluie d'obus de 20 mm. Mais quand plusieurs Panzer et des fantassins attaquent à leur tour, les Américains doivent se replier à la faveur de la nuit. Une rapide contre-attaque par une compagnie de réserve ne réussit pas à reprendre le village. A l'aube, un bataillon du 119e entre dans Bardenberg par le nord. Or, les Allemands se sont retranchés et bénéficient de l'appui de chars et de nombreux semi-chenillés antiaériens dont les tubes sont très efficaces contre les cibles au sol. Les combats durent toute la journée sans que les assaillants réussissent à repousser les soldats de la 108e brigade. A la tombée de la nuit, les GIs se replient, permettant ainsi à l'artillerie de pilonner sans relâche la bourgade.
Le lendemain, vers 9 heures, le 3e bataillon du 120th Regiment avance à son tour vers Bardenberg avec l'appui d'une compagnie de chars. Malgré les pertes subies, les Panzergrenadier et leurs blindés opposent une résistance acharnée. Mais l'apparition de chasseurs-bombardiers et des actes héroïques, comme celui du major Greer qui détruit deux Panzer avec un bazooka, permettent aux Américains de l'emporter. Ils capturent une centaine de prisonniers et trouvent quatre chars et douze semi-chenillés plus ou moins endommagés sur le champ de bataille. Leurs arrières assurés, les assaillants poursuivent leur manœuvre. Le 16 octobre, les fantassins des 1re et 30e divisions font leur jonction à l'est d'Aix. La ville est encerclée et tombe cinq jours plus tard malgré les efforts allemands. Les Alliés ont forcé les portes du Reich.